

PRIMA'S OFFICIAL STRATEGY GUIDE



MAFIA

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MAFIA™

PRIMA'S OFFICIAL STRATEGY GUIDE



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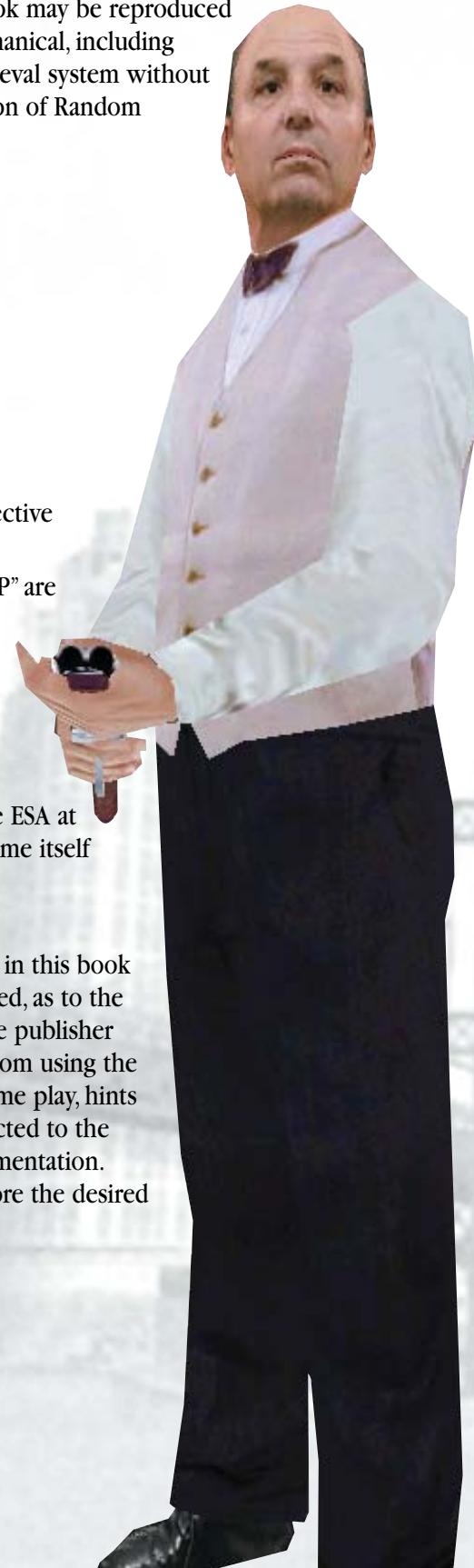
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BEGINNINGS

The city of Lost Heaven is full of many things, but as mobster Tommy Angelo knows, it has precious few angels. As a disillusioned member of La Cosa Nostra, the mob family lead by Don Salieri, Tommy is looking for a way out—and he wants to bury the family along with his bloody, shady past.

Ready to turn state's evidence, Tommy sits down with a grizzled detective and spills his guts. The stories he tells make up the many episodes you play in *Mafia*.

Mafia is paced like a hardboiled mob movie—so much that you expect Edward G. Robinson to pop up at any moment. As you see in the opening cinematic, the game is set in 1938, but Tommy's career with the family began in the early '30s. Tommy begins his story as a taxi driver who is initiated into the Salieri family. He ends it, if you manage to help him survive, as a ranking officer in the family.

You see Lost Heaven through Tommy's eyes. Tommy's had a good run with Salieri. He's seen him through good times and bad. His guts, courage, and skill as a wheelman accelerated his rise through the family. Tommy starts out driving getaway cars and performing basic snatch n' grab missions, but before long, he's entrusted with dangerous assassinations and bombings.

But working for Salieri stains Tommy's soul. And he soon discovers that no matter how hard he tries, it's hard to wash all the blood from his hands. When innocent people die, Tommy's developing conscience leads him to make "mistakes." What Salieri once described as family to Tommy has come to mean something completely different. Although Tommy once thought of himself as a close relative, he's come to realize that he and his fellow "family" members are expendable pawns to Salieri.

Double-crosses and hidden truths become the rule of the day as Tommy learns that when you join La Cosa Nostra, the only way out is in a six-foot pine box. He just hopes he's the last one standing when the music stops.

Tommy needs Detective Norman's help. By turning state's evidence on Don Salieri, Tommy has a chance at leaving the family behind and starting a fresh life with his wife and daughter—somewhere far from Lost Heaven.

Tommy's life in the Mafia is summed up in 20 missions and a handful of subquests, many with multiple outcomes

depending on his choices. Be a "nice" mobster, and innocents are rarely harmed. Give in to dark temptation and irrational thinking, and you cut a swath of destruction across Lost Heaven that draws attention from police and other mob families, even as it earns you a reputation. Your life as a mobster can be easy or hard, short or long; the choices are yours.

Choose wisely. Dying is easy in Lost Heaven. Living to see another day is the real trick, especially when you're in the Mafia.



WELCOME TO THE FAMILY



A good man at heart, Tommy Angelo was drawn into the Salieri family by being in the wrong place at the right time. After that initial meeting, Tommy gave in to the lure and luxuries of being a made man. He shed his taxi-driving job, and is now one of Don Salieri's tough guys, taking care of the family's "business."

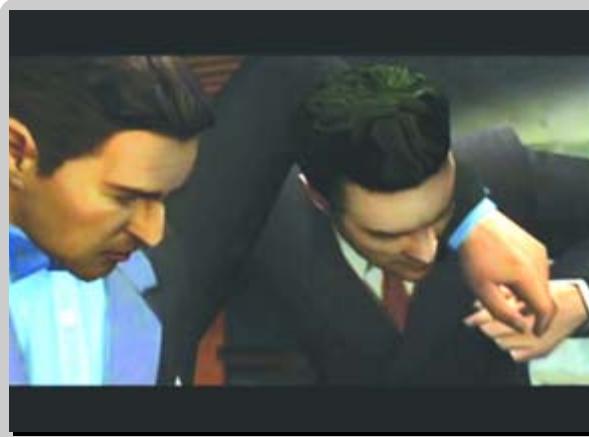


Loyalty is chief among the attributes that make for success in Salieri's family. Tommy learned early that if you want to move up in the mob, you do as you're told without question or hesitation. Save emotions for your personal life. No matter how messy the job, when the Don asks you to do something, it's just that—a job. In this business, a conscience could get you killed.

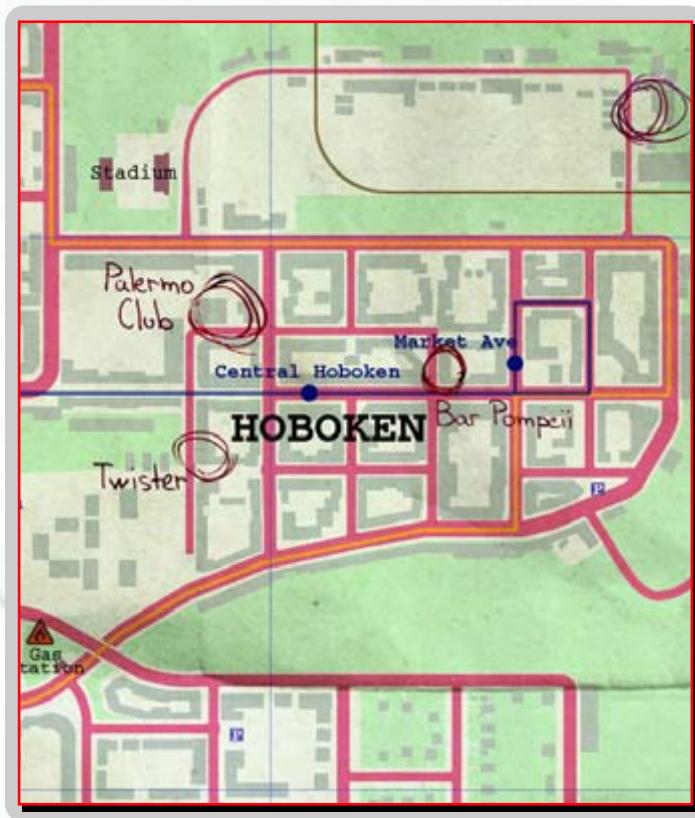


The Don runs his territory in Lost Heaven like a gracious father—he looks out for people who live in his "house" and deals harshly with anyone who threatens the peace or security of his extended "family."

He often plays the benefactor, but Salieri has his hand in virtually every vice in the city, from illegal alcohol to gambling—but not drugs. La Cosa Nostra has strict rules about dealing drugs, and those are never to be violated.



Most interactions between Tommy, Salieri, and other family members take place through the cinematic cutscenes—learn from them. Don Salieri doesn't tolerate failure in his organization, so listen closely to his instructions, and carry them out to the letter. Displease the Don and you'll end up on the sorry end of a Sicilian farewell.



Salieri primarily controls Little Italy, Chinatown, and the Works Quarter; Morello runs Hoboken and parts of New Ark, and the police keep a tight grip on Downtown, Central Island, Oakwood, and Oak Hill. That's not to say you'll have difficulty traveling through those areas, but if you need a safe haven, head back to Salieri's part of the city.

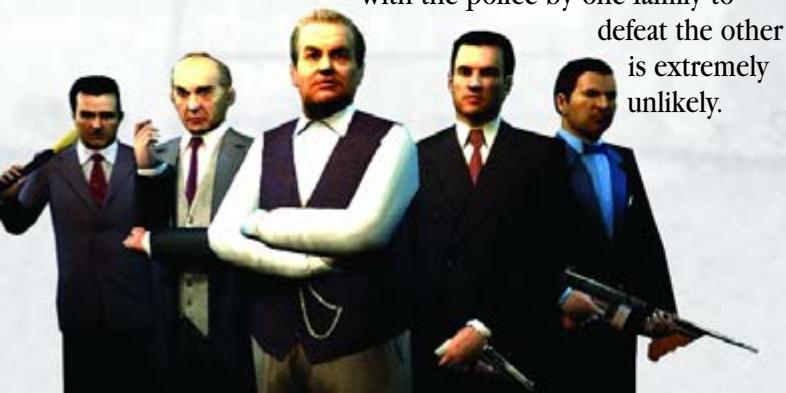
Lost Heaven buzzes with activity any time of the day or night. You can always spot residents on the sidewalks, going to or from work or play.



The map of Lost Heaven, which you can always look at during driving missions, is marked so you can always tell where you are. Neighborhoods are clearly marked. Yellow buildings are Salieri's safe spots. Brown buildings are specific locations (such as Hotel Corleone or the Gallery) that you visit over the course of your mob career.

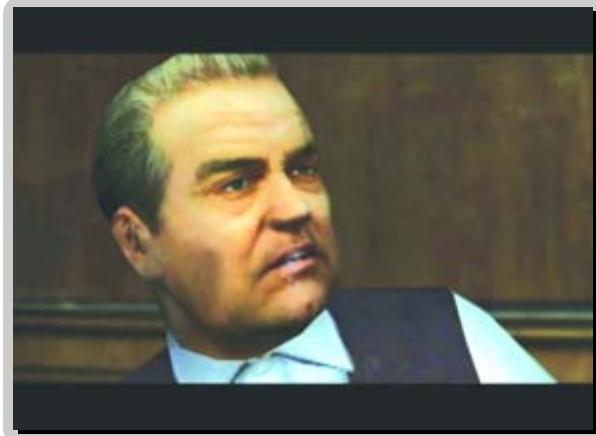
Who's Who in the Mob

Every family has its share of eccentrics, and the Don's family is no exception. As you interact with the other members of Salieri's crew, you learn their personalities, their tics, and their moods, what they like, and what they loathe. More important, you learn who you can trust in this family. The answer is both alarming and depressing.



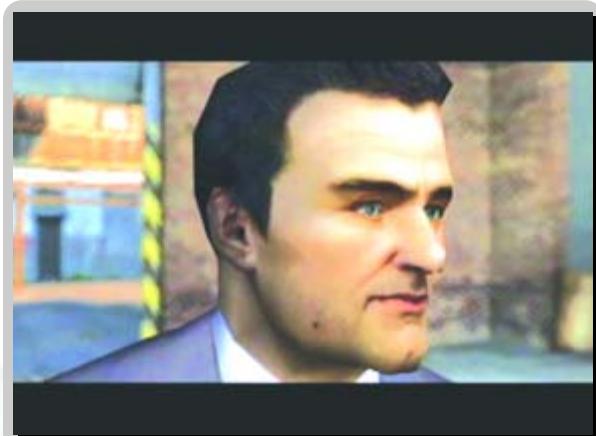
Tommy's Allies

Don Salieri



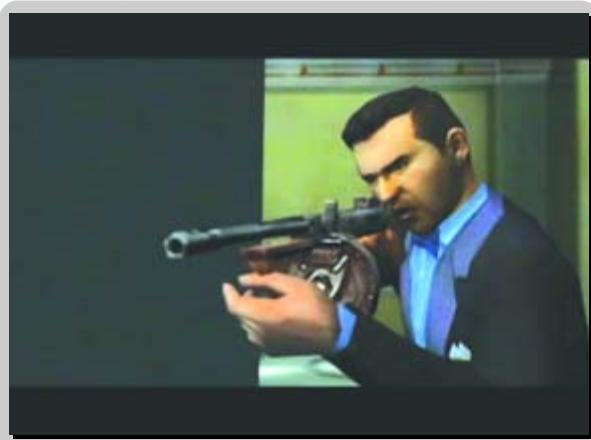
A giant of a man in both stature and spirit, Salieri is Tommy's unofficial godfather, a leader, benefactor, and criminal. Tommy handles the dirty side of Salieri's business while Salieri keeps his hands clean. He is a genial, friendly man, slow to anger but vicious when his patience is tried. Salieri commands the respect and absolute loyalty of a large group of men who will do virtually anything for him.

Paulie



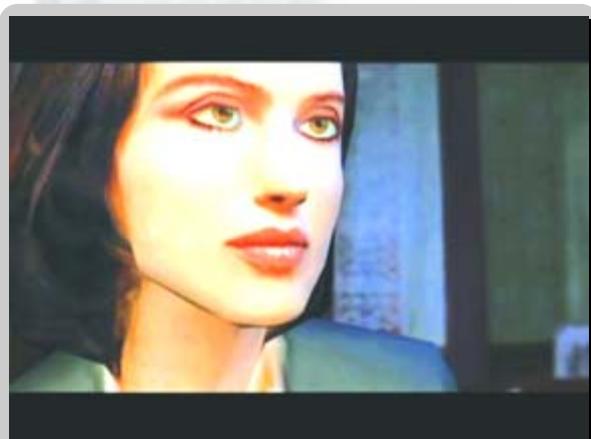
One of the two gangsters who found Tommy that fateful night in Hoboken, Paulie quickly became Tommy's guardian and mentor in Mafia ways. As the two worked together, a deep friendship formed, as each often had to cover the other's back. Enthusiastic and occasionally hot-headed, Paulie is the first to start shooting and the last to stop when a fight turns ugly. That may sound like a good thing, but it often puts Paulie in harm's way.

Sam



The quieter of the two gangsters who brought Tommy into La Cosa Nostra, Sam only occasionally accompanies Tommy on missions. That's probably a good thing, because he's a bullet magnet. Keep an eye on him—he takes far fewer risks than Paulie in a gunfight. He may hang back and accidentally shoot an ally. Ultimately, Tommy will wish he had kept a closer eye on Sam over the years.

Sarah



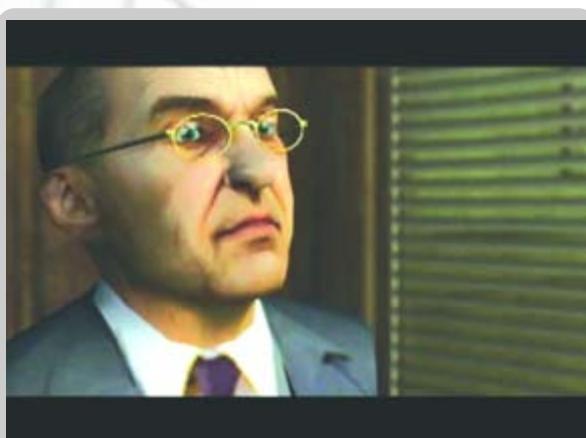
Tommy's girlfriend, and eventually his wife, Sarah is the daughter of Luigi, the bartender at Salieri's. A sweet girl who occasionally helps out at the bar, Sarah is a picture of duality—she knows what Tommy and his friends do for a living, but ignores it. Sarah's virtue leads Tommy to Detective Norman in 1938.

Michelle



Michelle, who appears only in a couple of cameos, is Sarah's best friend and works at the Hotel Corleone on Central Island as a paid companion. While she plays a minor role in the game, her interactions with Tommy play a major role in Tommy's final days in the Mafia.

Frank



Don Salieri's closest friend and adviser, Frank handles the business side of the Don's "business." He assigns Tommy some rougher assignments, but he is a man of honor and places his family above all else. Tommy finds Frank rough around the edges at first, but warms to him as he ascends the ranks.

Vincenzo



Salieri's gunsmith, Vincenzo, has a large armory that he doles out to Tommy, Paulie, and Sam as needed. Not one for small talk, Vinnie may offer a pithy comment or two if prodded, but not much else. Vinnie's workshop is in back of Salieri's Bar, up the metal stairs.

Ralph



Ralph is Salieri's grease monkey. He hangs out behind Salieri's Bar and teaches Tommy how to steal any car that comes into the lot. Whenever you need a set of wheel, visit Ralph.

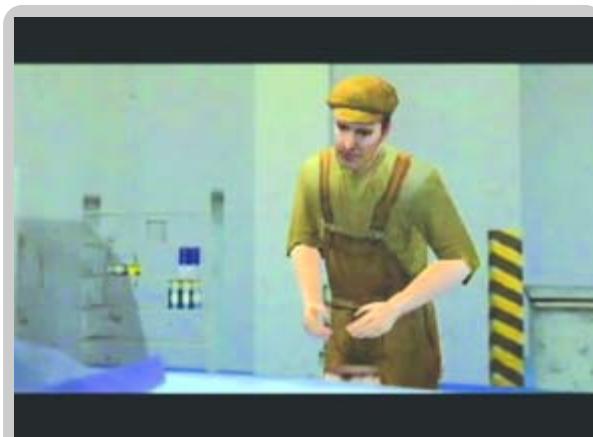


Luigi



The kindly bartender at Salieri's Bar, Luigi enjoys Don Salieri's generosity. He's not an innocent by any means. Luigi knows full well what goes on in the bar, but he turns a blind eye to it. He is Sarah's father.

Lucas



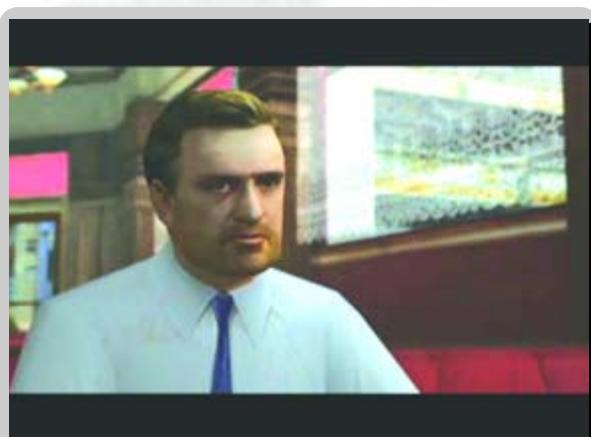
Lucas Bertoni runs an auto shop near the Giuliano Bridge in New Ark, and he always has a side job for Tommy, usually involving grand theft. Lucas is a good man, a hard worker for the Don, and has been well rewarded over the years.

Yellow Pete



His nickname is a reflection of his lack of dental hygiene. Pete is an arms dealer who lives in the poor part of town. He doesn't take anything too seriously. Pete is quick with a flippant remark, even in the later missions, after Tommy has suffered a personal tragedy. He sets up Tommy with guns when Tommy can't go through normal channels.

Detective Norman

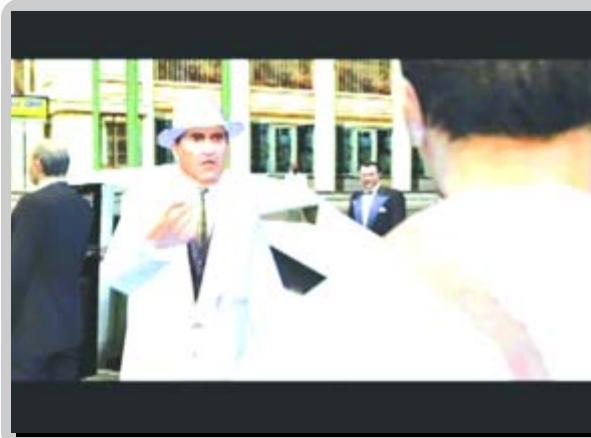


Norman is the key to Tommy's salvation. He listens to Tommy's story and, when all is said and done, the gumshoe can be trusted on his word that the police won't prosecute Tommy when they go after Salieri. Tommy narrates the story to Detective Norman in the diner that evening in 1938.



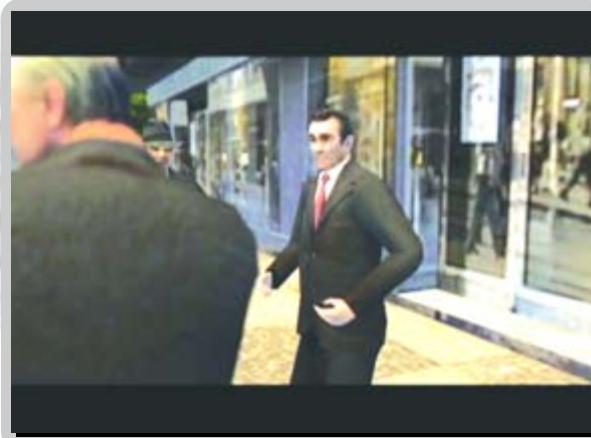
Tommy's Enemies

Morello



A rival boss, Morello pulls strings and plots against Don Salieri at every turn. The relationship between Morello and Salieri is tenuous at best, but is stretched to the breaking point by what Morello sees as personal attacks on his interests by Salieri. Throughout much of the game, it is all-out war between their respective gangs.

Sergio



Sergio is Morello's younger brother. He becomes the target of Salieri's anger when a direct hit on Morello is deemed too bold. Slippery as an eel, Sergio miraculously escapes several attempts on his life.

Billy



That's him lying on the ground, like the snake he is. The son of a city councilman, Billy leads a gang of toughs that assault Sarah in the alleyways of Little Italy. Given his feelings for Sarah, Tommy goes after Billy with a vengeance, setting in motion a chain of events that nearly spreads beyond Salieri's ability to contain.

Police



Straddling the line between being neutral and all-out enemies, the Lost Heaven Police Department acts like a sleeping dog. If unprovoked, they leave Tommy and his cohort alone. If they are made aware of a crime, they hunt Tommy down relentlessly. They are a particular problem when a mission calls for fast driving, and are usually close by when a violent job must be pulled in public.

Neutral Characters

Big Biff



One of Salieri's favorite informants, Biff hangs out in Chinatown and is always ready to tip Tommy and Paulie when they need information about what's going on around town.

Little Tony



A minor informant, Little Tony hangs out near the downtown Gallery and keeps his ear to the ground when something concerns activities around Central Island, Downtown, and New Ark.

Idiot Joe



A reluctant informant, Idiot Joe talks to many people and hears lots of things. He usually likes to keep these things to himself—you live longer in Lost Heaven that way. Joe hangs out under the Giuliano Bridge in New Ark and you must usually persuade him to talk.



MOVEMENT IN *MAFIA*

Power is fluid, but there is one constant in *Mafia*: movement. You navigate the streets of Lost Heaven on foot or in a car. You drive getaway cars, reunite at meeting points in cars, and deliver packages and bloody "messages" for Don Salieri by car.

There are many ways to score a ride in Lost Heaven, from taking the trolley to yanking an innocent driver from behind the wheel in broad daylight. But you can't just tear up the asphalt as you choose—your actions always have consequences.

Getting Places

On Foot



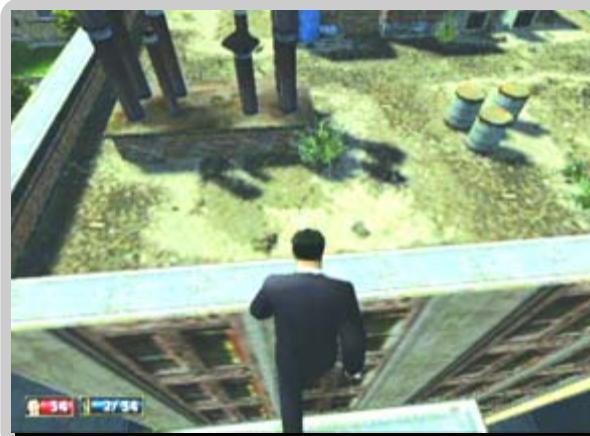
A car would certainly be faster and more appropriate to a gangster of Tommy's stature, but you can hoof it all over Lost Heaven if you want to. Use the control stick to make Tommy walk. Press the stick hard and Tommy runs.



There is no body armor in *Mafia*, except for cars. Running around on foot, Tommy is vulnerable to bullets and especially to oncoming traffic.



Keep your weapons hidden while walking on the street. If the police spot you brandishing a gun, they arrest you.



To climb or jump, walk up to an elevated object, such as a ledge, and press the climb button. Another button allows Tommy to crouch, which is helpful for sneaking around and getting solid aim on a moving target.



As Tommy moves close to objects or people he can interact with, an "!" icon appears in the screen's lower left corner. When you see the icon, press the action button to open doors, use items, or initiate sequences.



A red meter in the lower left corner indicates Tommy's health status. Keep an eye on it—gunshots do varying degrees of damage, depending on the gun's make and proximity. When another family member tags along on a mission, that member's blue health meter appears next to your red one.

On Wheels



In almost every mission, Tommy must drive somewhere. Walking would take forever, and many missions are time-limited. Cars come in handy. Dozens of cars are available to Tommy. If he puts out extra effort, he can score some very slick rides.



Behind the Wheel

Speedometer



When you're behind the wheel, a speedometer appears in the lower right corner to indicate how fast you're going. As in real life, speeding has consequences. If you break the local speed limit, the police stop your car and issue you a ticket.

Speedlimiter



Getting a ticket usually costs as much time as you were saving by flooring it from point A to point B. To avoid such incidents, activate your speedlimiter. When it's turned on, a sign above your speedometer alerts you to the local speed limit, and your speed is automatically capped at the limit.

TIP

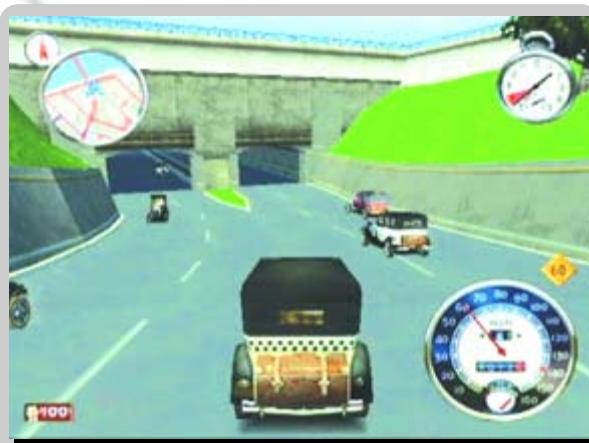


When you're in hot pursuit of a quarry—or you're being pursued—turn off the speedlimiter. Either death or mission failure is far worse than a traffic ticket.



Other vehicles or destinations appear in the map. Blue "X" marks indicate destinations and cars you need to pursue. Flashing red and blue rectangles are police cruisers or Morello's goons. Public transportation—the trolley, for instance—appears as a yellow rectangle.

Radar



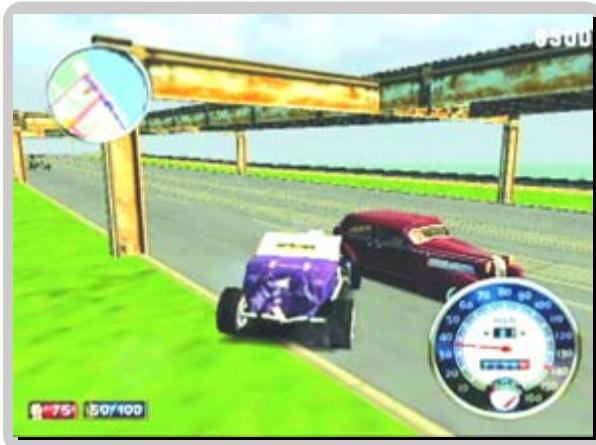
While driving or being pursued, keep an eye on the radar in the upper left corner. It only shows your immediate surroundings, but it's a good way to get your bearings.

Handbrake



Become familiar with the handbrake—it's the best way to corner. (These 1930's roadsters don't have antilock brakes and power trains.) When you need to make a tight turn and you don't want to lose speed, press the handbrake button as you go into the turn. The back end of the car swings wide. Release the brake when the car starts to point the direction you want to go, and hit the gas. This is an excellent way to make a nice 180 and escape pursuit.





Your car can take a lot of damage, but it is not indestructible. When you crash, your car takes a performance hit as well as a cosmetic one. If the crash was particularly rough, you take a little damage, too.

CAUTION

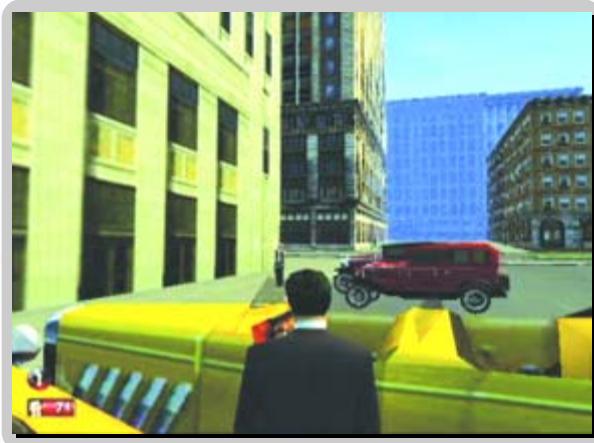


If you roll a convertible, you might as well restart the mission. The moment your exposed head hits the pavement, it's over.

The Keys to the Kingdom



Tommy can get a car in one of three ways: borrow one from Don Salieri's garage, steal a parked car, or carjack one. Most missions start out with Ralph handing over the keys to a new ride. In some missions (and occasionally when you find yourself in a tight spot) you must acquire your wheels through more nefarious means.



You can steal only cars that Ralph or Lucas has "unlocked" for you. (Before most missions, the grease monkey gives you a quick lesson in grand theft of autos.) If you wreck a car or need to change vehicles to avoid police detection, walk up to a parked car that Ralph has cleared for you and press the button that would normally get you into a car.



A small meter appears on the screen. As Tommy works the lock, the meter fills. This delay means that Tommy is briefly vulnerable. If the police spot his larceny, they arrest him. Worse, the owner of the about-to-be-nicked vehicle may take the law into his own hands.



Carjacking is messier than stealing a parked vehicle. When a car has come to a stop on the street—at a traffic light, for example—approach the driver's side and press the button that would get Tommy into a car. Tommy yanks the driver out and climbs in behind the wheel. If a cop sees you attempt this, the sirens begin to blare.

TIP

Stealing and carjacking are methods best used in life-or-death situations. If you've completed a mission and are on your way back to Salieri's, don't get cocky and start lifting wheels. If the cops catch you, you likely have to repeat part of your mission.

Traffic Laws

Lost Heaven police fund their fight against organized crime by ticketing and arresting drivers who break local traffic laws. If you are spotted breaking one of these laws, the police spring into action.

Common traffic infractions include:

- **Speeding**
- **Running red lights**
- **Accidents more serious than simple fender-benders**
- **Hitting pedestrians**



No eye in the sky watches your every move. If you commit the occasional moving violation, the cops won't automatically swoop down on you. But beat cops (dressed in blue uniforms) and police cruisers do work in tandem to issue and collect on tickets. Keep your eyes peeled for beat cops walking the street—they can report you for speeding or running a red light.

Traffic Tickets



If a ticket appears on the top of the screen with the phrase "Police alarm—speeding," a patrol officer has spotted you, but no cruiser is chasing you. Take it easy for a few minutes, and the ticket icon fades. If you hear a siren when a ticket appears, check your radar—a police cruiser is behind you.



If there's a cop behind you and the ticket icon appears, slow down and get out. (Make sure your weapons are holstered.) The cop meets you and issues you a stern warning and a ticket. In a single-player game, tickets only slow you down. In Free Ride, tickets cost money.

Arrest Warrants



For more serious offenses, such as hitting a police car or brandishing a weapon, a handcuff icon appears. Lay low and escape the warrant, and the icon disappears.



If you try to avoid arrest, the police may issue an all-points bulletin for your arrest. If this happens, a "Wanted" meter appears along the top of the screen. As long as the meter is full, the police are out for you.

Avoid arrest by ditching your vehicle, hiding in a safe spot, or vanishing into a crowd.



The Lost Heaven police do not tolerate any act of violence, even a perceived one, toward them. If you are spotted in public with a weapon, they try to arrest you. If you brandish that weapon against the police, they engage you in a firefight. A pistol icon appears at the top of the screen when the cops are in a "shoot first" mood.



Public Transportation

On the map, Lost Heaven is visibly crisscrossed by trolley and elevated train lines. Tommy can use public transportation to move around the city.



To ride either the trolley or the train, find a nearby station (marked on the map), and wait for the transit vehicle to come by.



When it stops, walk to a door and press the action button to enter.

The trolley and train systems are great escape routes if the cops are in hot pursuit. Stay ahead of the police long enough to jump on either, and your "Wanted" status drops as you travel to a different part of the city.



WEAPONS



As you might assume, most business in the mob is not accomplished with words alone. Sometimes you need to accentuate your point, and the best way to do that is with a sudden, vicious burst of violence.

Two types of weapons are available to Tommy: melee weapons and ranged weapons. Melee weapons, like fists, are used in close-quarters combat. Duking it out, though, means you're also close enough for your enemy to hit back.

Ranged weapons are guns. Plenty are to be found in Lost Heaven. It seems as if nobody leaves the house without a piece.

Melee Weapons

Melee weapons are carried in your hands and are used to assault enemies up close. You want them to see the whites of your eyes before you bash them over the head with a baseball bat.



When you want to rumble, get in close to your enemy and switch to your melee weapon. Hold down the attack button and a meter appears in the bottom of the screen. The longer you hold the attack button, the more the meter fills. Release the attack button to swing.

Fists

Tommy may not be a bruiser, but he's no slouch in the fisticuffs department. Choose fists from your weapons and Tommy goes into a fighting stance, ready to start unleashing some wicked left hooks.

Knuckle-Duster



The knuckle-duster is a set of brass knuckles that increases the amount of damage Tommy does with a punch. When not in use, the knuckle-duster is in Tommy's inventory and can be selected like any other object.



Knife



A knife is much better in close-quarters combat than fists. But it's small, so you have to get tight with your target to slash him.

Baseball Bat



Tommy's signature weapon on many missions, the baseball bat is a solid wood persuader. If you hold down the power meter until it fills completely, then aim for the head, you can knock out an enemy with a single swing. The baseball bat allows you to keep a little distance between you and your enemy.



Crowbar

The crowbar is stronger than the bat. That hook end does some serious damage when you land a direct blow at full strength.

Thrown Weapons

Molotov Cocktail

Molotov cocktails are only available in Mission 3. Select these from the inventory, and you can manipulate how far Tommy throws the bottle by how much you fill the power meter. The fuller the meter, the farther Tommy throws the Molotov cocktail. Don't throw it at a nearby target, lest the fuel splash back on you.

Grenade

These are rare weapons in Lost Heaven. They cause considerable damage and are great for blasting an enemy who is hiding behind a barrier. Reach back and fill the meter, release when you want to throw.

Ranged Weapons

Guns are the preferred weapon of gangsters. They reduce the risk of getting dirty while dishing out dark justice.



When you equip a ranged weapon, a crosshairs appears on the screen to indicate where your bullets are headed when you squeeze the trigger. Weapons like the shotgun or Tommy gun don't require the pinpoint targeting of a pistol, so their crosshairs are much bigger.



NOTE

Many ranged weapons kick back or recoil when you fire. You feel the ferocity of the Magnum 27 with every shot; when you fire, the crosshairs temporarily rise. The Tommy gun has the same effect. As you start shooting, you're kicked back a little, and bullets start to spray skyward.



Every ranged weapon uses up ammunition. The small meter on the screen's bottom left corner tells you how many bullets you have left.



You can pick up ammo from fallen foes. When they drop their guns, the firearms appear on the ground with red indicators around them. Run over them to pick them up.



TIP

You may carry 200 bullets for your Tommy gun, but the weapon only spits in bursts of 50. You automatically reload when a clip runs dry, but it takes time. When you see that your clip is low but the firefight is far from over, duck for cover and change the clip manually by pressing the reload button. You lose whatever bullets you had left in the clip, but that's better than trying to reload when Morello's thugs are standing over you.

Colt 1911



Tommy's usual sidearm of choice, the Colt 1911, is an automatic with seven bullets in a clip. The 1911 is a perfect choice for any gunfight, thanks to its rapid fire and quick reload. Its accuracy suffers at a distance, but the increased number of shots Tommy can fire makes up for it.

Colt Detective Special

A common gun taken from fallen enemies, particularly cops, the Detective Special is a small revolver that is best used at close range. Its accuracy and effectiveness drop off sharply with distance.

Smith & Wesson

Model 10

A handy sidearm that Morello arms his men with, the Model 10 packs the same punch as the Colt 1911, with the drawback of being a revolver. Good for quick, close kills.

Smith & Wesson Model 27 Magnum

The Magnum 27 is a hand cannon. It does the most damage of any pistol. It can knock down a foe with two shots to the torso, and it's especially devastating when aimed at the head. The Magnum 27 is good for shooting at a distance as well, but take your time between shots—this six-shooter has a kick that requires recovery time.



NOTE

Hitting different parts of your enemies causes different amounts of damage. As you might expect, a solid headshot is all it takes to kill a gangster. The torso can withstand a few shots. Hitting arms and legs does little damage, but in a pitched firefight, take any shot you can get.

Thompson 1928

The favorite weapon of mobsters, the Tommy gun holds a clip of 50 bullets and can fire them all in under 30 seconds. It is truly a room-clearer.

For stopping power, you can't beat the Tommy gun. At close range, it lays out your enemies before they can squeeze off a shot. At a distance, the Tommy gun's accuracy drops because the gun pulls upward the longer you fire. To get as many bullets as possible into your target, fire in short bursts.

Sawed-Off Shotgun



The sawed-off shotgun, called the Lupara, is the traditional Mafia revenge weapon. At close range, this gun takes down enemies with one shot—great when you get the drop on an unsuspecting enemy. Its effectiveness diminishes with distance. The gun holds only two shells, so don't use it in a fast-paced firefight.

Pump-Action Shotgun

The pump-action shotgun is second only to the Tommy gun as the most lethal close-range weapon in *Mafia*. It holds eight shells and is Tommy's best friend in a firefight because of its extreme stopping power. Thanks to the full barrel, it's a good weapon to use on enemies who are at moderate distance from Tommy. Because its pellets scatter upon firing, it has little use as a long-range weapon.

US Rifle M1903

Springfield

Morello's snipers carry these lethal rifles. The Springfield is accurate over long distances. Aiming is tricky because the gun was produced before rifles were routinely equipped with telescopic sights. Fire from behind cover—the gun holds only a few bullets in its chamber, so it must be reloaded regularly.

Mosin-Nagant 1891/30

A Russian weapon, the Nagant is a long-range rifle like the Springfield, but it is equipped with a telescopic sight. It's powerful as a tool of assassination—one shot kills your enemy at a distance, allowing Tommy to get away before the police figure out where the bullet came from. Its crude sight doesn't give a highly magnified view of your enemy, however, so take your time firing.

WHEELS: VEHICLES IN *MAFIA*



Lost Heaven covers more than 12 square miles, and for most gangsters, hoofing it isn't an option. Half of the mob lifestyle is flash, and riding around town in a sweet ride is a way to command respect.

As Tommy ascends the ranks in Salieri's family, the quality of the cars he drives increases. After all, more dangerous missions require better wheels to get the job done, right? And if Tommy sticks his neck out for Lucas Bertoni from time to time, the mechanic rewards him with some of the best wheels the game has to offer.

The game has 17 makes of automobiles, from the workhorse Bolt series to the slick Thor roadsters. Most makes have multiple models, and each model has pros and cons. The more horsepower a car has, the faster it goes—but that may make it a monster to turn. And while some vehicles, like trucks, offer dense armor, accelerating these heavyweights to top speed takes some time.

The Carcyclopedia



Accessible through the main menu, the Carcyclopedia shows off the vehicles in *Mafia* on a showroom turntable, with a complete listing of each car's specifications. Not every car in the game is on display right away. Some of the hotter rides only enter the showroom after you unlock them.

Take a peek at the specs, but note these rules of thumb when selecting or driving a car in *Mafia*:

Go for Power



Don't always accept the car Ralph shows you how to steal at the beginning of each mission. Even if you don't have a hint that a car chase is coming up, opt for more power in Tommy's wheels. It makes any high-speed pursuit easier, and you want the speed when a mission calls for you to drive from one side of town to the other.

Balance Power with Durability



Lassiter V16 four-door

Car chases are a nasty business in Lost Heaven. Heavier cars offer solid protection from crashes and enemy gunfire. And, the more damage your car inflicts, the less health your enemies have when they step out of their car to engage you.

Some good bets for a powerful car are the following: the Bolt V8 Tudor, Schubert Extra Six two- or four-door, Guardian Terraplane Coupe, and the Lassiter V16 four-door.

Higher Means Less Stable

Occasionally, as in Mission 18, you must drive a rig like the Bolt covered truck. The center of gravity on the vehicle is different from a car's—the truck is higher and more susceptible to tipping when rounding a corner at high speed. Be careful when making tight turns, lest you end up on your side.

Be Aware of Your Speed

As you gain access to the more powerful cars of *Mafia*, you enjoy the fact that they're much smoother to drive than the rough-shifting taxi you started out with. Flooring the gas in a powerful car launches the car into action.

But the luxury of high speed often leads to lead foot—and unwanted attention from the cops. Or worse, in rolling the car because you've attempted a turn while going too fast.

Makes of Cars

Bolt



Bolt Model B

The all-purpose utility car of *Mafia*, Bolt cars come in a variety of models. They are weak in acceleration and speed until you get to the Model B two-door. Bolts are common in Lost Heaven, and Tommy quickly learns how to steal an assortment of models.



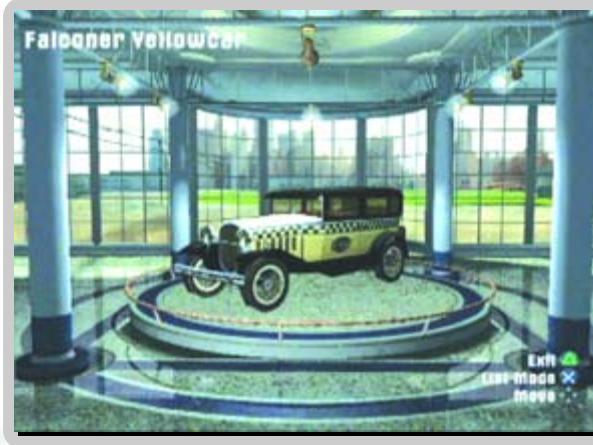
Schubert



Schubert Extra Six two-door

A step up from Bolts, the common Schuberts pack more power. They come in two- and four-door models. Schuberts are the car of choice for the Lost Heaven police department.

Falconer



Falconer Yellowcar

Tommy used a Falconer, a utility make, as a cab before joining the Mafia. Falconers are tough and durable in collisions (either accidental or deliberate), but weak in horsepower.

Crusader



Crusader Chromium Streak

Crusader models have sleek styling and good horsepower. The rides can reach 80 mph without working up a sweat. They're durable and survive crashes well.

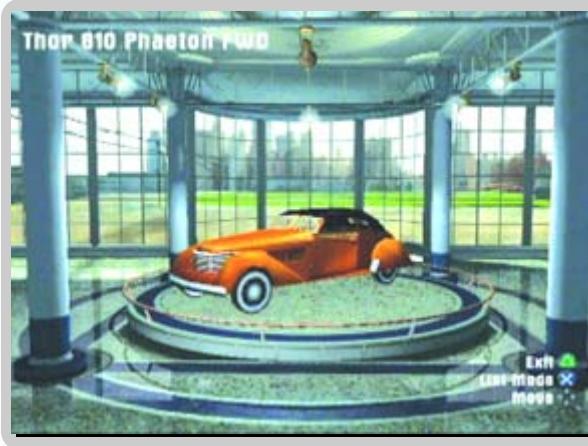
Guardian Terraplane



Guardian Terraplane Coupe

Faster than Crusaders, Terraplanes are also more durable. In a high-speed chase, the Teraplane is useful, whether you are the pursuer or the quarry.

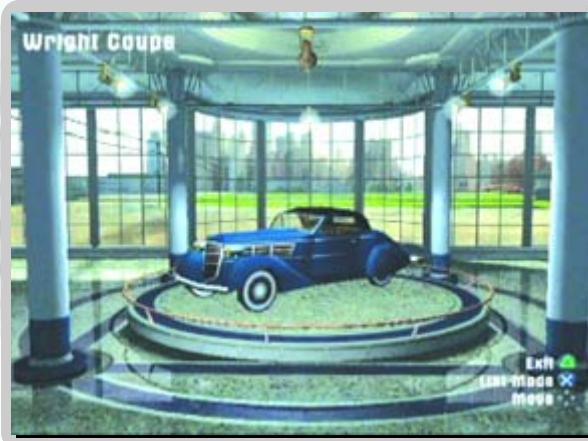
Thor



Thor 810 Phaeton

Pure sports cars, Thors are built for speed and easily brush 90 mph. However, they're so light that they are hard to control at high speed. They get you where you need to go quickly, but they aren't the best choice for chases—one wrong turn sends you into a deadly roll.

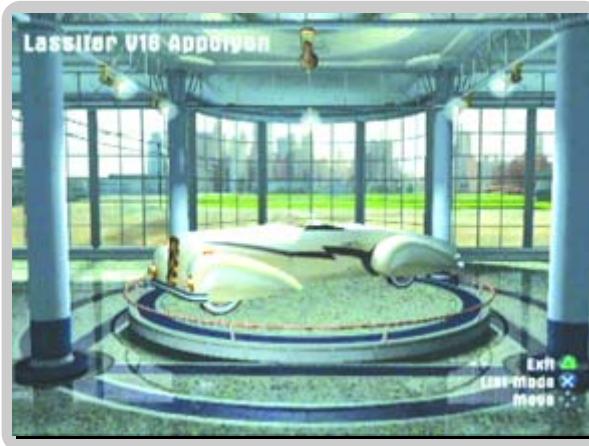
Wright



Wright Coupe

Like the Thors, the Wright models are sports cars designed to drive fast. They're heavier than the Thors, and are a better choice for a chase.

Lassiter



Lassiter V16 Appollyon

Lassiters are luxury cars. All the models are fast, but they vary in their weight and durability. Don Salieri's personal car is the V16 Phaeton, an open-top model that moves like greased lightning but leaves the driver dangerously exposed.

Trucks



Bolt Model B Pickup

Trucks are dependable, but they steer like cows and climb hills like snails. When you're driving a truck, your center of gravity is higher, making it easy to roll on corners.

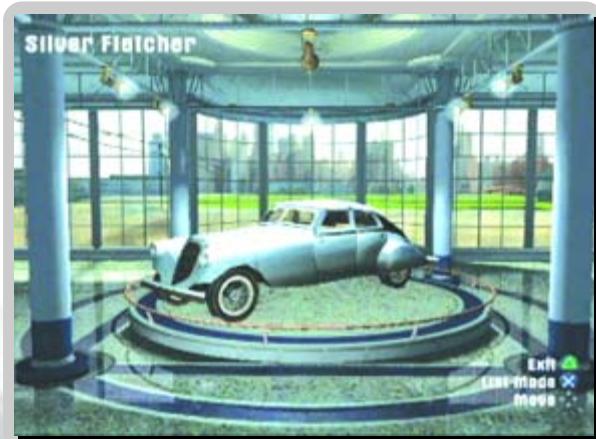
Racing Cars



Carrozella C-Otto

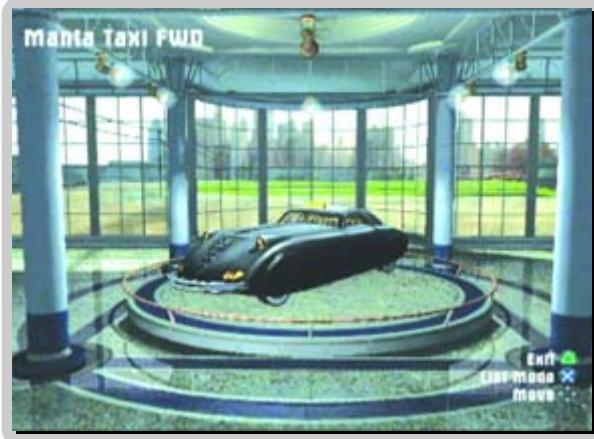
Found at the racetrack during Mission 6, the racecars of *Mafia* are fast, light, and temperamental. They quickly achieve high speeds, but firmly controlling them at such speeds is nearly impossible. Master the handbrake to put these cars to real use.

High-End Cars and Prototypes



Silver Fletcher

These cars are a joy to drive—technology at its post-Depression era finest. But you can't just wander the streets hoping to nick one for your personal stable. Cars like the Silver Fletcher are most often the property of government officials, or other highly placed enemies of Salieri.



Manta Taxi

If you do steal one, though, you have an increasingly difficult time driving anything else. Your garage space is limited in the single-player game; you'll get more enjoyment out of these prototypes and luxury rides in Free Ride mode.



MAKING GOOD IN THE MOB

Mafia is designed to immerse the player in the life of Tommy Angelo. You will experience what it might have been like to rise through the ranks during the so-called romantic period of the American Mafia.

Mafia delivers free-form gameplay. Missions have clearly defined goals, but there is plenty of room for exploration and several missions can be solved by a variety of methods. We show you the easiest way to work your way into Salieri's graces, but you can purposely put yourself on the path of most resistance.

In missions without time limitations, Tommy can freely walk around the city, talk to people on the streets, or drive anywhere in the neighborhoods without penalty. Running around like a tourist involves some risk, however, especially later in the game or in missions in which Tommy is wanted by the police. Police give chase if they spot you committing a crime, and getting busted ends the mission, wiping out whatever progress you have made.



Hitching a Ride



The best way to get around Lost Heaven is by car. As you accumulate, via Ralph and Lucas, the skills to steal cars, Lost Heaven turns into a giant car dealership. The lure of some exotic rides can sometimes be overwhelming. After all, sometimes it's fun to be bad—particularly when there are no real-world consequences to worry about.

If you succumb to your desire to steal cars, don't worry about the police catching you driving around in your prize. In the 1930s, proof of car ownership wasn't as formalized as now, and no policeman will pull you over on the suspicion that you stole a car. Even if you're pulled over for speeding or running a red light, you will not be arrested for driving a stolen car.

In Free Ride mode, you can freely drive through Lost Heaven, and you can certainly take the same liberties in a few missions. Find time early in the game to explore the city and get a good feel for the streets, in case you find yourself driving down them quickly—with someone shooting at you.

Don't be afraid to sightsee, either on a mission or in Free Ride mode. Lost Heaven is an interesting town with some intriguing architecture. You'll also notice that each locale has its own music that plays over the car radio. All the music is authentic to the period, and there's something relaxing about driving across the Giuliano Bridge to the sounds of a jazz clarinet.

Missions



Mafia missions have three components: traveling to the location, the action, and the escape. Complications always occur during the action, and there is plenty of danger during the escape. Cops can slow you down, and you must be aware of enemies at every turn. You never know when one of Morello's cars will crash into you.



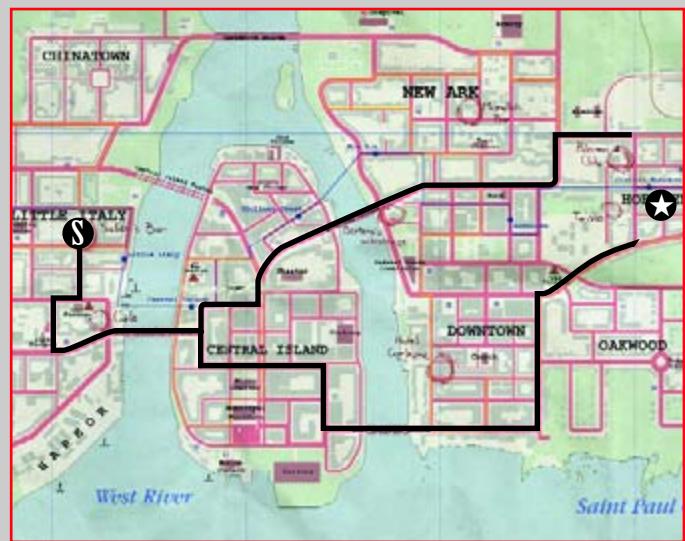
After you successfully complete a mission, whatever car Ralph or Lucas taught you to steal is added to your garage. In addition, every mission completed unlocks a new vehicle in Free Ride mode.



TOMMY'S STORY I: WELCOME TO THE FAMILY

Mission 1: An Offer You Can't Refuse

Paulie and Sam, two of Salieri's men, are without wheels in the middle of Hoboken, and being pursued. They jump in Tommy's cab and tell him to lose the guys chasing them. If you want to live to see the morning, put the pedal down.



- Starting Point
- Salieri's Bar

Mission Objectives

- Lose Morello's men.
- Deliver Paulie and Sam to Salieri's Bar.



TOMMY'S STORY I

Mission 1: An Offer You Can't Refuse



Hit the gas when you get control of the car.

When the cutscene ends and you have control of the cab, hit the accelerator and drive forward. Use the radar in the upper left corner of the screen to see where Morello's men are. A blinking icon indicates their car.

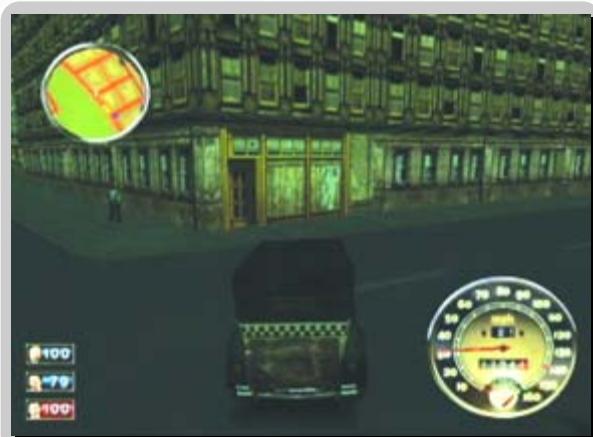


Try to shake Morello's men by using the handbrake.

As you try to elude them, the car carrying Morello's men (with their guns blazing) tries to pass your cab and cut you off. Hit your handbrake when they are on your side and let them lurch in front of you. Hit the gas and drive on, putting some distance between you and them as they get back on the road.

TIP

Your car is not indestructible, and your performance suffers if it's damaged. Drive hard to escape, but be wary of street lights, nasty curbs, and other obstacles. A crash injures your passengers, potentially ending the mission.



Lose your pursuers with a series of left and right turns.

Using your handbrake, make a series of hard lefts and rights in crowded Hoboken. There's no single escape route from Morello's men. Continue veering left and right, trying to put precious distance between you and your pursuers.

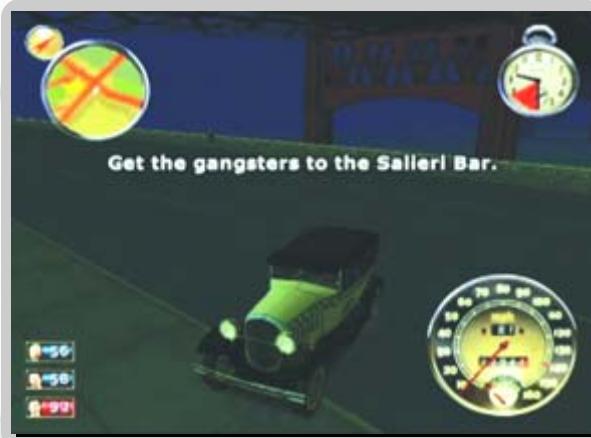
NOTE



Morello's two men can die. In a shootout with the other car, you can eliminate the gangster in the passenger seat and cut the car's firepower in half. You can also go head-to-head with the other car. That may kill the other gangsters, but you and your passengers take damage.


TIP


If you still haven't shaken Morello's men, make for the Giuliano Bridge, which links Downtown and Central Island. Head down the long straightaway and make a hard right at the corner. If Morello's men are pursuing you at full speed, they run off the road.



You either lose Morello's men or kill them.

When Morello's men are no longer a threat, Paulie tells you to take him and Sam to Salieri's Bar. A compass appears in the upper left corner; its needle always points toward the bar.



You have only 10 minutes to get to Salieri's Bar.

Drive carefully on your way to the bar; crashes injure Sam and Paulie. If they die, the mission could end unsuccessfully. Salieri's is all the way across town. Don't slow down. The clock in the upper corner tells you how much time remains to get to the bar.



Find the closest bridge and cross it to Central Island.

From the point where your encounter with Morello's men ends, you must locate either the Giuliano or East Marshall Bridge to Central Island. Consult the map if necessary.


TIP

If you need to, check the map. The East Marshall bridge has a T-intersection on its Central Island side; the Giuliano Bridge does not. Use the map and landmarks to get to the East Marshall Bridge. It's a drawbridge, and it may be raised.



Cross a bridge to Central Island and continue toward Little Italy via the West Marshall Bridge or the tunnel.

TOMMY'S STORY I

Mission 1: An Offer You Can't Refuse

The West Marshall Bridge may be up when you arrive. Wait for it to lower. Or you can take the Central Island tunnel to the north.



When you're in Little Italy, getting to Salieri's is a cakewalk.

Consult the map again. If you crossed the bridge, make the first right, then another right at the intersection ahead. Turn left a half-block later. If you're coming from the tunnel, head south into Little Italy.



Keep an eye on the clock. The mission ends unsuccessfully if you can't find Salieri's Bar within 10 minutes.



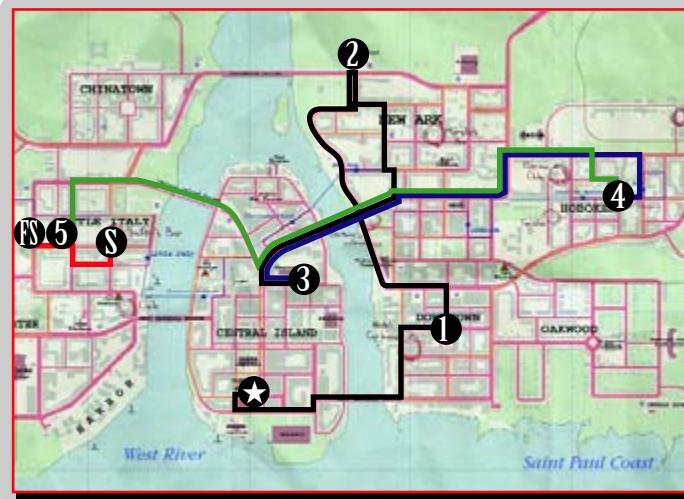
Salieri's is straight ahead.

Salieri's Bar is at the T-intersection. Drive toward it to drop off your passengers. The mission ends successfully, and a cutscene begins.



Mission 2: The Running Man

Tommy returns to his taxi driving, hoping to settle back into his normal routine. After he carefully shuttles five fares, the events of last night come back to haunt him when two of Morello's thugs jump him in a parking lot. The only safe haven is Salieri's Bar, a few blocks away. If Tommy can get there, Salieri will protect him.



- ★ Start Point
- ⌚ Salieri's Bar
- ☒ Start for Footchase
- Passenger Destinations*
- ① Church
- ② Hospital
- ③ Theatre
- ④ Pompeii Bar
- ⑤ Shopping Center
- (Dropping off point for your last passenger)

Mission Objectives

- Safely deliver all five passengers to their destinations.
- Escape from Morello's men.



Your first passenger needs to go to the church downtown.

This mission begins in the parking lot behind the Municipal Building on Central Island. You must cross the East Marshall Bridge to get downtown. To get an idea of the path you must take, consult the map before you leave.



Go to the East Marshall Bridge by the shortest route.

Drive straight ahead and turn left, exiting the parking lot. Turn left again at the intersection, drive three blocks, and turn left at the T-intersection. Turn right onto the East Marshall Bridge.



On the map, your destination is marked by a blue cross, which also appears on your radar. When you reach the destination, a green arrow lets you know where your fare wishes to be dropped off.

TOMMY'S STORY I

Mission 2: The Running Man



Cross the East Marshall Bridge and make the first left.

Be careful. Your passenger accepts jostling and a little creative driving, but if you break too many traffic laws your passenger may demand to be let out, ending the mission. Your passenger will absolutely not forgive you for hitting a pedestrian. Knock down a ped and the mission ends.



Your second passenger finds you and asks to go to the hospital in New Ark.

Consult the map to see how to get to the hospital. Take the left turn in front of the church. Drive two blocks and turn left.

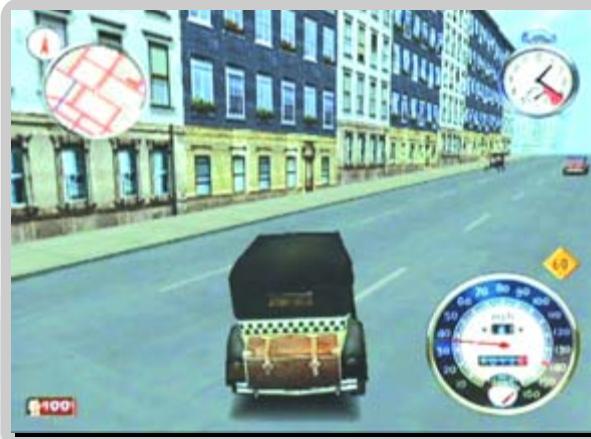


Obey all traffic laws. Stop at all red lights.

After turning left, take the fourth right. Drive ahead to the church on the right. Stop in front of the steps. The passenger pays you and exits.



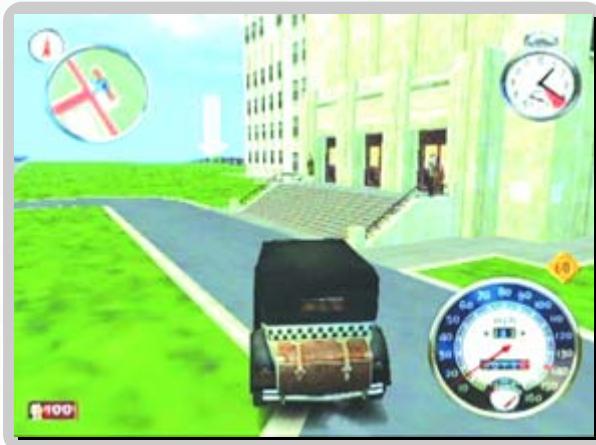
During your cab missions, use the speedlimiter—it prevents you from going over the speed limit, attracting police attention, getting a ticket, and losing your fare.



Head through town and weave toward the hospital.

Start making your way through town, heading north on side streets, to reach the hospital.





The hospital is straight ahead.

Pull up into the hospital driveway; the passenger pays you and exits. A girl walks over from the hospital and asks to go to the theater on Central Island via the Giuliano Bridge. She's a local and will know if you use a different bridge.



Head for the Giuliano Bridge.

After turning around and heading back the way you came, take the first right. The quickest way to the Giuliano Bridge is along the waterfront. Follow the road until you see the bridge above you. Then carefully steer onto the sidewalk (do not hit any pedestrians) and U-turn onto the bridge.

Cop Watch

You don't run this town yet, ya mug, so watch out for coppers. They will pull you over for:

- **Speeding**
- **Seriously hitting another car (more than a fender-bender)**
- **Running a red light**

On the upside, they won't pull you over for minor infractions, such as cutting corners on the sidewalk or minor fender-benders.



Cross the bridge and bear left onto the large street with trolley tracks in the middle.

Take the first left after you're on the broad street. Watch out for trolleys from either direction as you turn. The theater is ahead on your left. Pull up to the corner across from it. Your passenger pays the fare and exits. The next passenger finds you.



It's back through New Ark to the Pompeii Bar in Hoboken.

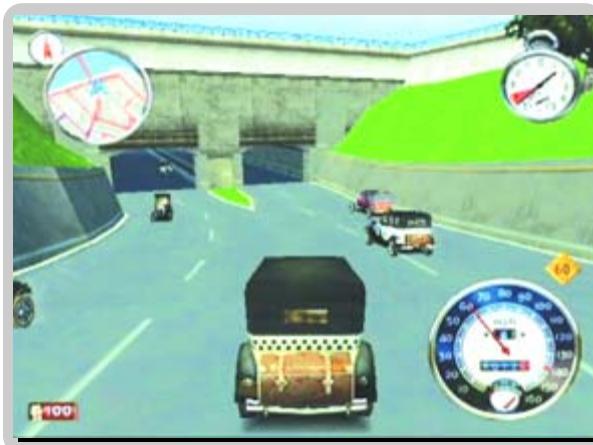
Make a U-turn, then turn right onto the Giuliano Bridge. Stay on the street through New Ark, remembering to obey the traffic lights and speed limit. Follow the street as it turns left under the elevated train tracks, then make the first right. Take the third right after making the right turn.

Drive one block and make another right. Continue one more block and again make a right. The Pompeii, on your right, has a large sign. Stop in front of it; your passenger pays the fare and jumps out. Your fifth passenger finds you and asks to go to the department store parking lot in Little Italy.



Consult your map; the fare to the department store is your longest run so far.

This trip takes you across Lost Heaven. Your fare wants you to cross the Giuliano Bridge, then go through the tunnel. Accommodate him. Drive straight and turn left, following the street. Take the first right, then turn left.



Turn left at the intersection and follow the street across the Giuliano Bridge.

It's a long distance, but you're short on time. Drive carefully but quickly. Take the second right after crossing the bridge—a hairpin turn, so use your handbrake—and follow the street to the tunnel.



Take the third left after you exit the tunnel.

After you make the third left after the tunnel, the parking lot is ahead on your right. Pull into a space. Your passenger pays his fare and exits.

Taking a Break



Tommy takes a break, but Morello's men have other ideas.

After you drop the fifth passenger at the parking lot, a cutscene shows Morello's men roughing up Tommy and his taxi with a baseball bat. Fortunately, Tommy is close to Salieri's Bar, and if you can make it there, the family will protect you from Morello's thugs.

As soon as the cutscene ends, start running to the street. Morello's men brought a gun, as well as a baseball bat. They open fire.





NOTE

Morello's men are fast, and indestructible. They kill Tommy if you bring him in close for hand-to-hand fighting. The mission goal is to get Tommy to Salieri's Bar.



Keep running, or Morello's men bash you with a baseball bat—or worse, pump you full of lead.

When you gain control of Tommy's movement, follow the green arrows to Salieri's. Don't run in a straight line—it makes you an easy target. Instead, run in a serpentine pattern, putting objects (and people) between you and Morello's men.



Dodge the bullets and hug the wall as you run.

Cross the street and run up the sidewalk, turning right into the alley. Follow the alley, ducking behind sheds as you go. Once out on the street, cross the street and go to the intersection to your left.



Head down the alley to lose Morello's men for a few seconds.

Turn to your right at the intersection and run along the sidewalk. A car comes out of an alley to your right. You want to vanish down that alley.



Climb the steps in the alley and head right at the top.



TOMMY'S STORY I

Mission 2: The Running Man

After turning to the right at the top of the steps, cross the courtyard to the far left corner. Take the left turn and run down the steps. Run across the next courtyard and go down the steps in the far right corner.



Turn left onto the sidewalk, then take the first left.

Run down the alley, sticking close to the right wall. Run around the man fixing his car and take the right into the passage, passing by a dame waiting for her date.



Turn left at the end of the passage and cross the street.

Salieri's Bar is ahead to your right. Run to the door (under the sign) to complete the mission. Morello's men find a nasty surprise waiting for them at Salieri's.



Mission 3: Molotov Party

Before Tommy is officially welcomed to the family, Salieri gives him a little payback job. The attack on Tommy by Morello's men was an unprovoked act of aggression. Salieri gives Tommy an opportunity to get back at the other gang by destroying their cars on their own turf.



S Salieri's Bar - Starting Point

M Morello's Bar

Mission Objectives

- Drive to Morello's Bar and approach the parking lot without attracting attention.
- Vandalize cars belonging to Morello's men.



After the cutscenes, you start the mission in the parking lot behind Salieri's Bar.

Drive forward and turn right to exit the parking lot. Turn right onto the street, then turn left in front of Salieri's Bar. Drive two blocks and turn right again. Turn left at the intersection with the Hotel Black sign on the right. Your destination is in New Ark, so you must drive across the city, using the West Marshall Bridge to get to Central Island.



TIP

Before leaving, Tommy visits Vincenzo to pick up weapons. Then he goes to Ralph to get the car. You meet them here in a cutscene. You interact directly with these two characters in later missions.



Consult the map to make sure you're on the right route to get on the West Marshall Bridge.

Turn left at the next intersection and cross the West Marshall Bridge. Turn left at the base of the bridge and follow the street as it turns to the right. Turn left onto the broad street with trolley tracks running down the middle, then bear right onto the Guiliano Bridge.

CAUTION



You're riding with a mobster now, so pay attention to all traffic laws on the way to Morello's joint. The less police attention, the better.



Take the first left after crossing the Guiliano Bridge.

Take the next right, then the first left. Drive one block and turn right. Morello's Bar is on the far corner of the block on your left. Pull around the side and take the back alley in.

CAUTION

Don't get cocky—if you drive by the bar too slowly, the guard recognizes you and calls the gangsters inside to come and watch while he kills you and Paulie. If he spots you, drive down a block, turn, and use your car as your weapon to kill Morello's men. Wreck their cars to complete the mission.



Get out of the car and do some bashing.

Paulie explains your objective as you approach the bar—smash the cars with the baseball bat and toss the Molotov cocktail at the best-looking car before you leave. Check the shed, too; there's a nice set of wheels inside.



Take out the guard quietly or he calls for help.

Open the fence gate on your right and sneak up on the guard at the front entrance of the car lot. Whack him with the baseball bat. Make sure no beat cop is in sight. If the cops spot your batting practice, they cuff and stuff you.



Trap Morello's men inside the bar while you're smashing.

Lift the crate near the door and place it in front of the door to keep Morello's men from getting out of the bar while you do your dirty work.



Steal the Falconer from the shed.

Before you vandalize, go to the shed and steal the Falconer. Drive it to the street, park it close by, then go back to cause some destruction.



If you don't steal the Falconer now, it is not available in future missions. It's not a necessity, but the faster car makes upcoming car chases easier.



Smash the cars with the baseball bat first.

Break the windows of the three cars in the lot and dent the hoods and doors with the baseball bat. The damage meter tells you when the car is totaled. Once all three cars have been sufficiently damaged, you are prompted to return to Salieri's. But first, a little fireworks.



Badda-bing, badda-boom! Emphasis on the boom.

After you're done smashing, go to the entrance of the lot where the guard was standing. Turn toward the lot and toss a Molotov cocktail in the middle of the three cars. Land another on the red car. Then run away, so you're not caught in the blast.

TOMMY'S STORY I

Mission 3: Molotov Party



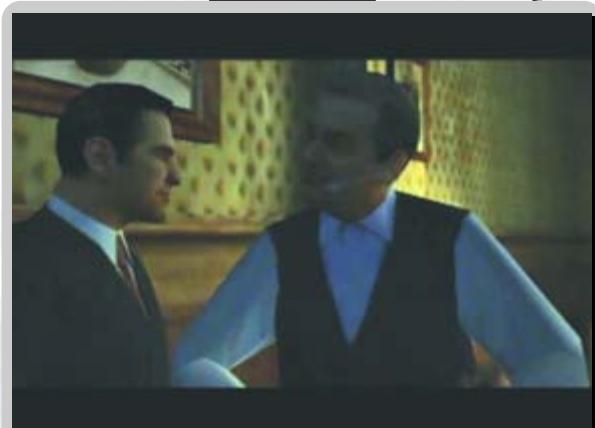
Return to Salieri's Bar in your new wheels.

Retrace your path on the map to return to Salieri's. Don't speed—no one is following you. The police come after you if you break a traffic law.



Park the car next to Salieri's.

Deposit your new wheels—if you successfully stole them—in the garage next to Salieri's Bar. This ends the mission.

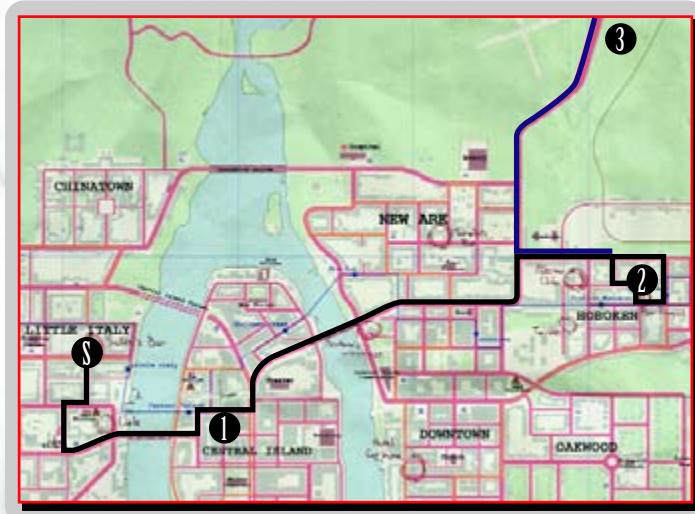


Success! And you're more deeply enmeshed in the Salieri organization.



Mission 4: Ordinary Routine

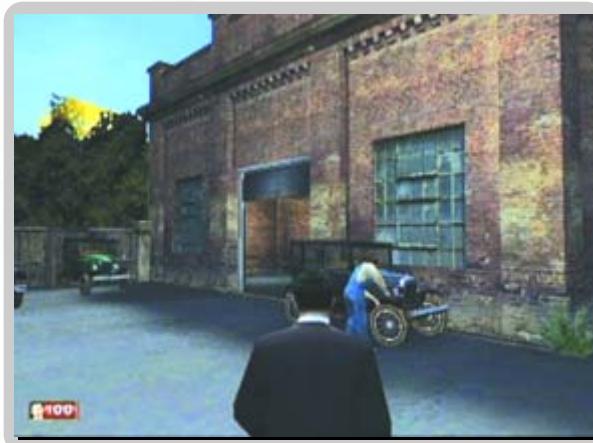
Tommy's official now. He's done his first job for Don Salieri, and from now on he's one of the boys. As such, it's time to help out on a routine job: Collect protection money. The problem, as Tommy discovers, is that not everyone wants to pay for services rendered.



- 8 Salieri's Bar - Starting Point
- 1 Central Island Restaurant
- 2 Pompeii Bar
- 3 Clark's Motel

Mission Objectives

- Drive Sam and Paulie to three locations to collect protection money.
- Save Sam at the Clark's Motel.
- Chase and overcome the gangster who tries to steal the protection money.



This mission starts in the bar. You need a weapon and wheels.

From Salieri's meeting room, go through the bar and out the back door to find Ralph and Vincenzo.



Gear up before you head out.

If you didn't steal the Falconer in the previous mission, Ralph offers you the Bolt B and gives you a lesson in how to steal the car, too. If you did nick the Falconer, use it—its speed is an asset at the end of this mission.

Next, run up the stairs in the alley and get a gun from Vincenzo; he gives you the Smith & Wesson Model 10. Return to the cars, choose one, and start it. When the engine cranks, Sam and Paulie jump in. Head for the street.

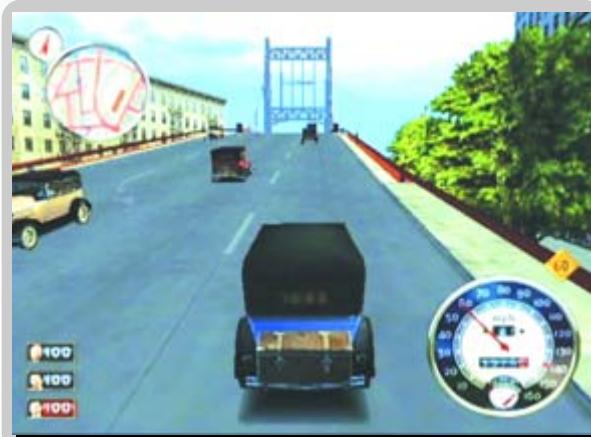
TOMMY'S STORY I

Mission 4: Ordianry Routine



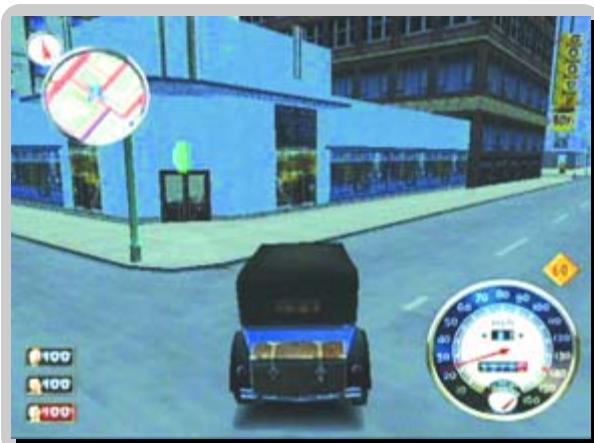
Your first collection is on Central Island. Take the West Marshall Bridge.

Turn left in front of Salieri's, drive two blocks, and turn right. Take the first left, then turn left again at the next intersection. This puts you on the West Marshall Bridge approach. Cross the bridge and turn left.



Head through the city and into Hoboken.

Drive one block and turn left onto the broad street with trolley tracks in the center. Follow it as it bears right and cross the Giuliano Bridge. Stay on the same street, turning left as the street turns under the elevated train tracks. Take the first right after that, then the third right.



Wait in the car while Paulie rustles up the protection money.

Follow the street as it turns to the right. The restaurant is ahead on the right. Paulie tells you to stop, then he runs into the restaurant. A minute later, he runs out with the bag of money. Your next stop is the Pompeii Bar in Hoboken—you dropped a fare off there during Mission 2.



Wait at the Pompeii Bar for Paulie.

Drive one block and turn right. Pull ahead to the Pompeii Bar on your right and stop. Paulie gets out and runs into the bar. After securing the cash, he returns to the car. Your next stop is the Clark's Motel, which is in the country.





The countryside is north of the city.

Consult the map. Head for the blue X, which leads off to the country. The game automatically takes you to Clark's Motel when you exit city limits.



Climb to the second-floor balcony.

Climb the pile of crates to the second-floor balcony and stop at the door. Fully load your pistol—it holds six shots—before you open the door.



The deal goes sour at Clark's Motel, and your enemies capture Sam.

With Paulie sidelined by yet another bullet, you've got to go into the motel and rescue Sam yourself. All the lower windows and doors are locked, so you must enter on the second floor. The way up is around the back.



Surprise the guard in the bathroom.

Open the door to the bathroom, which is behind the door you just passed through. Fill the guard there with lead. Quickly turn and run to the first room on the right. Pick up the Tommy gun on the bed, and crouch so you have a good view of the open door.

 **TIP**



You are likely shot at least once during the ensuing gunfight. If you're low on health, return to this room and use the first aid kit on the wall.



Kill the gangsters as they enter the upstairs hallway.

Depending on how much noise you made killing the gangster in the bathroom, either two or three gangsters come upstairs to investigate the noise. Kill them as they arrive, and pick up their guns: a Colt 1911 and a Smith & Wesson 27 Magnum.



After you kill the gangsters, head downstairs.

Switch to the Smith & Wesson 27 and slowly walk downstairs. Crouch at the bottom of the stairs and inch your way forward so you can see into the bar on the left. Shoot the first gangster near the far pool table in the head; you see him before he sees you. Inch around slowly and kill the next gangster by shooting him in the head.

 **TIP**

If you get into a firefight with the gangsters, count shots. The one by the far table has a Smith and Wesson, which holds six shots, and the one by the other pool table has a Colt 1911 containing seven shots. Shoot them while they reload.



Shoot the gangster behind the bar before going into the room.

Slowly continue forward while crouching. Kill the gangster holding the Tommy gun behind the bar. Keep an eye out for the gangster in the undershirt; he's somewhere in the area and finds you as soon as you kill the last gangster in the bar.



Kill the gangster in the undershirt with the Smith & Wesson.

When you enter the room, one last gangster lunges for you. Gun him down. Go get the Tommy gun from behind the bar and rescue Sam, who's in the room with the open door, opposite the bar. A cutscene starts when you find him.



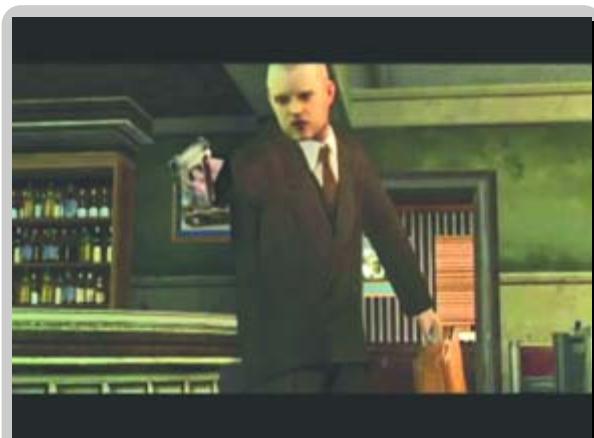
Run from the revived gangster and pick him off from a distance.

The gangster in the undershirt has a little kick left in him. Before he can get close to you, use the Tommy gun on him.



Sam's in sad shape—again.

Return to Sam after you kill the gangster in the undershirt, and get ready for company.



Moving Tommy close to Sam begins a cutscene.

As Tommy helps Sam, the final gangster comes from the back office with the cash Sam and Paulie were supposed to collect. He thinks he's going to waltz with your protection money.



TOMMY'S STORY I

Mission 4: Ordianry Routine



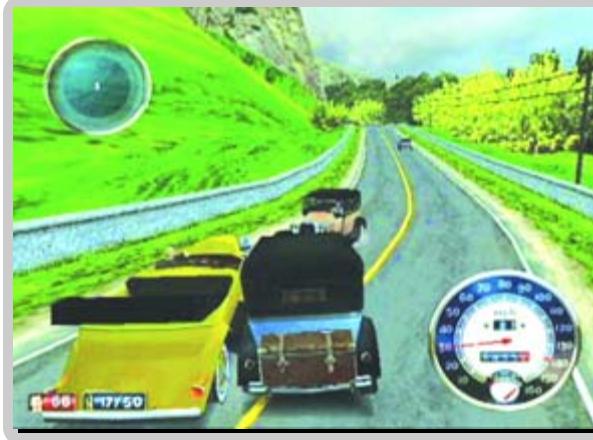
Chase the gangster down on the country road.

When the cutscene ends, run to your car and follow the gangster. His car is faster, but he can't handle it well, so you catch up to him.



A quick shootout is your best bet.

Get out of your car when you see the gangster getting out of his. Switch to the Tommy gun and rush the gangster. Then crouch beside your car for protection, switch to a pistol, stand, and kill the gangster. The mission successfully ends.



Slam the gangster's car when you can.

Near the first turn in the road, the gangster loses control of his car. Drive yours into his as he tries to back out. He gets out of his car and draws his gun.



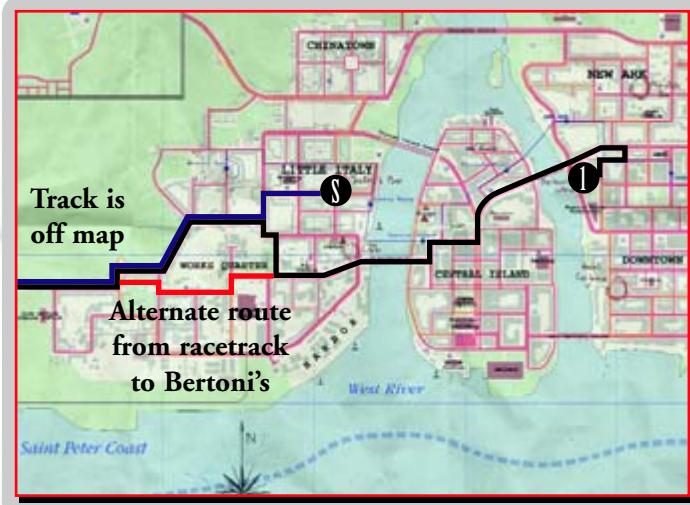
NOTE

If you miss him at the first curve, continue to close in on him and ram his car repeatedly until he loses control and crashes.



Mission 5: Fair Play

Now that Tommy's a goodfella, it's time to start delving into the seedier side of life in Lost Heaven. As a personal favor to Don Salieri, Tommy must go to the Lost Heaven Race Circuit, pick up Morello's racecar (which is favored to win tomorrow's race), drive it to a shop where it will be handicapped, then return it to the Race Circuit. Like everything else he does for the Don, this job sounds easy—at first.



§ Salieri's Bar - Starting Point

❶ Lucas Bertoni's

Mission Objectives

- Drive to the Race Circuit in the time allotted.
- Steal the car and drive it to Lucas Bertoni's shop in the time allotted.
- Return the car to the garage at the Race Circuit without a scratch within the time limit.



Head out back of the bar to get your wheels for this mission.

After Salieri gives you the skinny, go to the garage behind the bar and find Ralph under the car. Talk to him, and he tells you he has just the ride for you. He also tells you how you must talk to the man at the gatehouse outside the Race Circuit to slip inside the track.



Ralph teaches you how to steal a Schubert Six.

Follow Ralph to the red car and watch him break into and hotwire the car. After you learn that, hop behind the wheel and leave the bar.

TOMMY'S STORY I

Mission 5: Fair Play



Time is of the essence, so no joyriding.

From the alley, turn right, then left at the T-intersection. Take the first right. Follow the road as it leads out through the Industrial Works Quarter. The track is marked with a blue X.



Get to the track. Pronto, capiche?

Follow the winding road to the entrance of the Lost Heaven Racing Circuit. Stop the car at the gatehouse and get out.



Approach and talk to the man in the gatehouse.

Bobby chats for a minute, then opens the gate. Get in the car and slowly pull forward. Stop after Bobby has the gate up, and he jumps in the car. Drive through the tunnel and continue on the road on the other side.



The garage is ahead on the right.

Drive past the garages on your left and stop at the far end of the garage area. The garage containing the car you're after is the last on the right. After you stop your car, get out. Bobby opens the garage doors, tells you where to go, and tells you to hurry.



Get in the racecar and head for Giuliano Bridge.

Drive toward Little Italy, retracing the route you followed to the Race Circuit. At the second T-intersection, turn right, then make the next right turn after the corner. Lucas Bertoni's shop is under the Giuliano Bridge in New Ark. To get there quickly, head for the Central Island tunnel.



NOTE

The experimental racecar moves like greased lightning, and can easily reach speeds of over 100 miles per hour—as long as you don't have the speedlimiter on. It's easy to lose control of the car at high speeds. If you crash, the mission ends.



Be careful as you drive. If the police catch you, the mission is over.

Weave through Little Italy on the way to the tunnel. Make the hairpin turn in the center of Central Island and head up to Giuliano Bridge.



The area should be familiar from your taxi-driving days.

Take the first right after coming off the bridge, then turn right at the next intersection. Drive one block, turn left, and take the next right. Bertoni's auto shop is ahead on your right. Drive in through the open garage door to meet Lucas.



Return the car to the Race Circuit before the time is up.

Lucas's modifications result in the car having about one-third less power, so you must move quickly. You should be able to return the car to the garage without any incident, but time will be tight. Simply retrace your path back to the circuit and into the garage.



Drive into the garage and park the car.

Pull the car into the garage. Chat with Bobby for a moment. When Bobby is done gabbing, jump in the Schubert Six and drive to Salieri's Bar to end the mission.

Mission 6: Race Day

Tommy and Lucas' sabotage of the leading racecar went off without a hitch. But somebody had plans of his own to reverse the Don's fortunes—by breaking the arm of Salieri's driver. As the only wiseguy with driving experience, Tommy is called upon by Frank to drive Salieri's car in the race. And, as Frank not-so-gingerly notes, the Don says the fix is in, it better well be in.



Salieri's Bar - Starting Point

Mission Objectives

- Drive to the Race Circuit in the time allotted.
- Race against the other drivers and finish first.



When the cutscene ends, get the Schubert Six from the lot behind Salieri's Bar.

Drive to the Race Circuit by the same route you took in the previous mission. You have about five minutes to get there, so don't rush. If you attract police attention, you may not have enough time to lose them and arrive at the Race Circuit in the allotted time.



Enter the racetrack.

Approach the gatehouse, just as you did the night before. As soon as you arrive, a cutscene details Frank's subtle persuasions.



You're far from the pole position, and you have to be in first place at the race's end.

You find yourself behind the wheel of the racecar.

Unfortunately, you're in the back of the six-car pack. As soon as the race starts, veer to the left and make your way to the front of the pack.

CAUTION

The other five drivers in the race are aggressive and work alone and together to ram you or drive you off the road. Be careful when passing, because they can nudge you into the dirt.



Beware of the other cars on the track.

Be careful at the hairpin turns—let off the gas and use the handbrake to slide through them. Work to take the lead position of the six cars early. The cars behind you occasionally crash and get farther and farther behind you throughout the race. Work to overtake the first group of cars at the first hairpin, and anyone else in front of you at the second turn.

NOTE



While you're racing, keep one eye on the radar and one on the road—cars crash all around Tommy, especially on curves. If you don't know what's coming up, it's easy to become part of a multi-car pileup. Also, you may drive cautiously on the course, but go as fast as you can on the straightaway near the stands to put distance between you and the other racers. If you lose the race, you must do it over again until you finish in first place—the game will not advance to the next mission until you do so.



After you win the race, the cutscene at Salieri's Bar begins. Tommy sees Sarah and Michelle for the first time.



Lucas wants to show his gratitude to Tommy in his own way.

TOMMY'S STORY I

Mission 6: Race Day

After a brief cutscene at the bar, Tommy is directed back to Lucas Bertoni's garage. Get a car from behind Salieri's, and drive to the auto shop. Lucas teaches you how to steal a Lassiter—a fine piece of machinery—and tells you that one is parked behind the Municipal Building on Central Island.

NOTE

This is the first of several grand theft auto subquests throughout the game. Stealing the Lassiter is mandatory, but future subquests are optional.



Locate the luxury car and hotwire it.

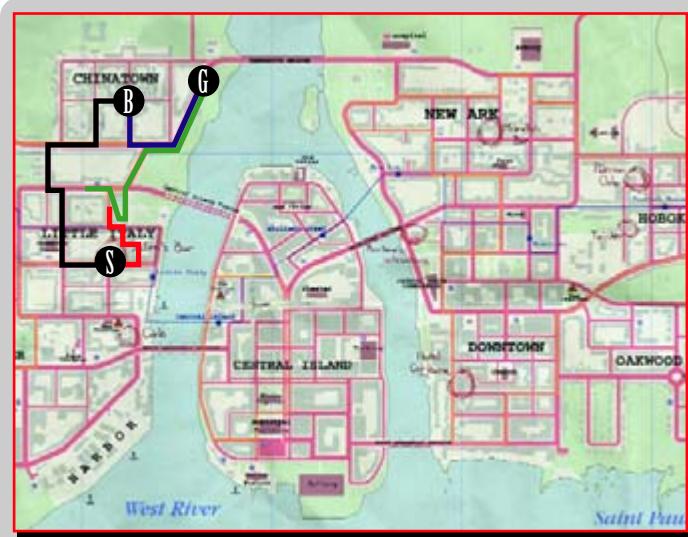
Drive to the parking lot, and steal the car. Once you've got it, drive it back to Salieri's and park it in the back.



TOMMY'S STORY II: LIFE GETS COMPLICATED

Mission 7: Sarah

Local punks are harassing Sarah, daughter of Luigi the bartender, as she walks home from Salieri's Bar. Luigi asks Tommy to escort Sarah to her apartment, warding off any potential trouble. The hoods show up, but in taking care of them, Tommy gets more deeply immersed in the corruption of La Cosa Nostra.



- Walking Path w/Sarah
- Biff to service station
- Driving to Biff
- Car chase at end point of chase Dependant on player's actions during chase

- S Salieri's Bar - Starting Point
- B Big Biff
- G Gang at old service station



Mission Objectives

- Defend Sarah from the punks in the alley.
- Rescue Sarah from another group of tough guys.
- Permanently take care of the punks with Paulie.



Keep up with Sarah as she walks through the neighborhood.

Sarah begins walking home. Follow her as she strides down the street. If she calls for you to keep up more than twice, the mission ends unsuccessfully.



The punks find you shortly, so be ready.

The three punks find you after Sarah turns into the second alley. Get ready to bust some heads.



A cutscene begins when the three toughs come out of a doorway on the left.

As soon as the cutscene ends, pick up the steel bar leaning against the alley wall—you need it to hand out a proper beating. Take on the punks one at a time, and don't be afraid to back up to give yourself room. Use the attack button to rear back and let the steel bar fly at full strength.



Some more punks abduct Sarah farther down the alleyway.

Sarah is pulled down the alley by more thugs. Finish off the original three if they're still moving—don't forget to pick up their weapons before leaving—and chase after Sarah.



Catch up with Sarah farther down the alley.

The punks have cornered Sarah—and they're using ungentlemanly language with her. Draw the toughs away one at a time and start swinging the steel bar. (Or get in close with a knife, making sure these punks get the point.) Slowly approach where Sarah is on the right, backing up when the first punk runs toward you.



Remember, there are three punks in the alley.

Keep moving and swinging. If the punks get into a tight cluster, they hit each other as often as they hit you. Don't let anybody get the drop on you from behind.



After smacking around any remaining punks, go to Sarah.

Look around and finish off any punks hiding in the shadows. After they all fall, go speak to Sarah.



Follow Sarah to her apartment.

Keep stride with Sarah until you reach her doorstep. She invites you in, offering to look after your wounds. Get ready for a little video game va-va-voom.



Better Get Used to It



Tommy and Paulie must visit Vincenzo for weapons.

After Salieri's condemnation, walk through the bar, out the back door, and to Vincenzo's room at the top of the metal staircase. Vincenzo outfits you and Paulie with heaters and baseball bats.

After you pick up the weapons, return to the car lot behind the bar. You can pick any car this time—Ralph doesn't teach you how to steal one for this job. Drive out to the street, and follow the compass to meet Big Biff in Chinatown.



Turn right and head toward Chinatown.

Turn right onto the street, and take the first right turn. Drive two blocks and turn left at the intersection. Take the first right, then turn right at the top of the hill.



Locate Biff in Chinatown square.

After turning right, take the second left, under the Chinese gates. Drive one block, then turn right. Drive one block and up onto the central square. Stop the car and get out—Biff is the large man standing in the square's center.



TIP
Hide your weapons when you exit the car. If the police see you packing, they arrest you.



Chat up Biff.

Initiate some conversation with Biff. After he tells you that gang is holed up at the old service station near the Terranova Bridge, he walks away. Get in the car.



Return to the main road, and head toward the old service station.

Back up and get the car on the street. Follow it around the corner of the square and turn right. Drive one block and turn left onto the main road, passing under the Chinese gates. Follow the street to the old service station, ahead on the left.



TIP
Two words describe Paulie—enthusiastic and overconfident. As good a fighter as he is, keep an eye on him to make sure he's not in over his head.



Park in front of the station; the gate is to the left.

Kick the gate in. Paulie follows you into the courtyard and starts calling out the gang members—thus beginning the fight.



NOTE

As you exit the car, Paulie reminds you there should be no shooting. Take him seriously—if you pull a gun, the gang leaders flee, and the mission is not a success.



Paulie sometimes charges ahead. Stick close by and don't let him get overrun.

Stay with Paulie to waste the first gang member. As soon as he goes down, advance to the open yard ahead. Stay clear of Paulie to prevent accidentally hitting or being hit by him. Advance a little more, and more gang members appear from around the right corner.



TIP
As you engage the gang members, back up. They charge forward, allowing your swings to hit. Many of their blows miss, however, because you keep moving out of their range.



Go around the corner, and advance to the next courtyard.

Talk to the man in the courtyard, then climb the fire escape ahead and slightly to the left. On the fire escape railing, walk away from the courtyard you were just in, jump to the next courtyard, and run to the building. When Paulie arrives, he tells you to pull out your gun, because the gang members drew theirs.



Plug the three gang members in front of you.

Paulie provides good cover. Work with him to make quick work of the three gang members who shoot at you. Target the one on your left first, as Paulie provides cover fire.



Gun down the remaining thugs.

Once the first gang member is dead, target the other two if Paulie hasn't already finished them off.



TIP
Check the gang members for guns. One of the first you killed carried a Smith & Wesson 27 Magnum, which has excellent stopping power.



Proceed toward the auto shop, killing anyone who gets in your way.

Continue toward the passage behind the thug you just killed. Inch around the right corner, picking off the gang member in the distance before he sees you.





Continue forward and pick off the rest of the gang members ahead of you.

Keep an eye on Paulie—he doesn't always stay behind you and may occasionally hinder your shot. After the gang members ahead are dead, advance and turn right.



Approach the green car.

The gang leader is ahead, but your arrival triggers a cutscene that shows the leader and another member fleeing the scene.

Immediately afterward, you and Paulie appear outside the service station. Get into your car, and follow the gang leader.



The gang leader can't drive well. Follow him to Little Italy.

Pull as close as you can to the leader's car. Paulie shoots at the two men inside, but they shoot back and can kill Paulie, so be careful. Follow them through the park and alley onto the street. Do not stop for the police if they see you speeding.



Ram the gang leader's car as often as possible.

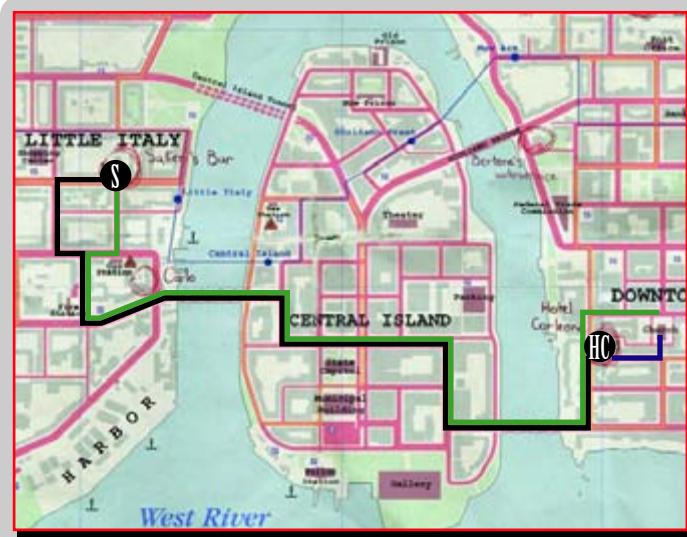
After two or three solid hits to the other car, a cutscene begins, showing the gang leader's car crashing and Paulie killing the driver in cold blood when Tommy gets cold feet. Paulie sees that the passenger is almost dead and decides not to waste the bullet. The mission is a success.



Check where the gang members are on the map if you lose sight of them. Find them quickly. You only have about two minutes before they escape, and the mission ends if you can't see them. Also, use the map to follow their progress and surprise them by cutting them off.

Mission 8: The Whore

To send a message that disobedience and disloyalty will not be tolerated, Tommy has been asked to kill the manager of a popular downtown brothel, whack an informant who works there, and blow up the manager's office. He reluctantly accepts the mission, not realizing that there's a good chance he won't come back alive.



● Salieri's Bar - Starting Point

● Hotel Corleone

— Rooftop Pathway

— Church to Salieri's

Mission Objectives

- Kill the manager of the Hotel Corleone.
- Find and kill the prostitute who's talking too much.
- Blow up the manager's office on the top floor.
- Escape and return to Salieri's Bar.



After Tommy talks to Frank, the mission begins in front of Salieri's Bar.

Your destination is Downtown, so cross the West Marshall Bridge and go through Central Island. Drive ahead, taking the first left. Drive two blocks, turn left, then make the first right. Drive one block and turn left onto the West Marshall Bridge approach.

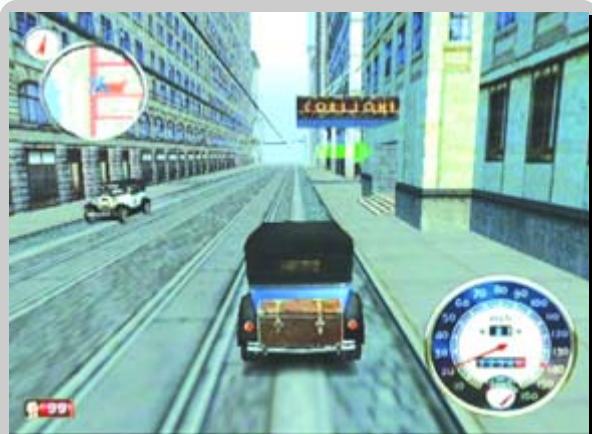


Cross through Central Island using the speediest route.

Cross the bridge and turn right. Turn left at the Tintersection, then take the third right. Drive one block and turn left onto the East Marshall Bridge. Make the first left after crossing the bridge.

Drive two blocks. The Hotel Corleone is ahead on the right. Pull up outside, exit the car, and walk to the doors.





The Hotel Corleone is ahead on the right.



The receptionist tells you where to find the manager.

When you enter the hotel, approach the receptionist behind the desk. Engage him in conversation, and he tells you that the manager is in the restaurant. Talk to him again, and he advises you not to ask too many questions about girls that work in the hotel. Turn left and head toward the restaurant.



The manager sits at the corner table.

Turn right, passing through the lobby area into the restaurant. The manager, dressed in white, is ahead on the right. His bodyguard sits across the restaurant by the windows. Walk to the corner behind the manager.



TIP

Do not draw your gun until just before you kill the manager. If the hotel guards see you carrying a piece, they open fire.



Shoot the manager, then the bodyguard.

Crouch down so the manager is between you and the bodyguard, arm yourself with the Colt, and shoot the manager twice. He runs if you take too long between shots. After the manager dies, stand up and shoot the bodyguard across the room. Back into the corner, crouch down again, and reload your gun.



Wait for the bodyguards to come to you.

Three guards come into the restaurant in succession. Stand up and shoot each in the head as they enter. Be careful of the one with the shotgun—its blast is devastating. You need quick, efficient kills—if two or more survive, they gang up on you in the corner.



NOTE
If the hotel manager escapes, he runs and locks himself in his office on the top floor. You must kill him before you plant the bomb.



Search the guards' bodies, and take their weapons.

Arm yourself with the Magnum, and exit the restaurant. On the immediate right is a sailor. Empty your gun into him. Although he looks helpless at first, the sailor is well-armed and shoots at you after you pass him.



Grab the key and use the first aid kit, if needed.

Return to the lobby, turning left at the end of the registration desk. Walk behind the desk and into the small office. Pick up the key hanging on the wall, and use the first aid kit if necessary. Re-enter the main lobby, and head for the double doors near the elevator.



Guards wait on each level, but the service stairwell is empty.

Open the doors and turn left. Open the first door on the left, and climb to the third floor using the service stairs.





Open the door and crouch. Sneak out.

Look down the hall for the guard—he's armed with a sawed-off shotgun that can kill you with one shot if he stands close enough. Turn to the right and wait—he comes around the far corner. Pick him off with the Magnum or shotgun before he sees you.



Follow the hallway and turn right. Your target is behind the first door on the left.

Open the door to start the cutscene. As soon as the cinema ends, return to the service stairwell and climb to the top floor.



Keep your finger on the trigger—guards lurk up here.

Crouch and sneak down the hall to the right. Open the doors on the right, and slowly peek out. Kill the guard on the landing with two quick shots. Run across to where he stood. The manager's office is ahead and on the left.



Enter the office slowly. A guard has been stationed inside.

Enter the office while crouching, and kill the guard inside by the far wall. (If you don't see him immediately, he may be hiding behind the door.) Walk to the desk. Press the action button to grab some money and plant the bomb.

TOMMY'S STORY II

Mission 8: The Whore



The cops surround you—time for a spectacular escape.

As soon as you regain control of Tommy, run out the door toward the tall window at the end of the hall. A cutscene shows Tommy successfully making it to the next rooftop.



You must get down to the street, but the police are looking for you on the rooftops.

Run forward and to the right, and climb up on the ledge. Scurry between the buildings and climb the fire escape to the top. Load your gun as you climb. At the top, turn right and follow the rooftop path to the door. Open it, climb the stairs, and go through the next door.



Turn right and climb to the rooftop on the left.

To get to the rooftop, climb up on the ledge of the building you're on, then climb to the next higher ledge. Once up, turn right.



Jump between the buildings.

Carefully climb up on the ledge of the building, and jump to the next building. Head to the far right corner. Jump down to the next building and crouch.





A police sharpshooter waits two buildings ahead.

Move forward in a crouch to the edge of the building. Shoot the policeman with the 27 Magnum.

From where you killed the sharpshooter, proceed to the rear left corner of the rooftop, and jump on successively lower landings to the next rooftop. Load your gun, and walk to the right to find a passage down to the next rooftop.



Be careful as you jump down—too big of a leap kills you.



The roof is crawling with cops.

Edge to the corner where the "steps" to the lower roof of the next building begin. Several cops exit the door on the rooftop and spread themselves out. Using the corner and the cover provided by the brickwork, pick them all off.



You have the high ground—the cops won't come up to the roof you're on, so use the position to your advantage.



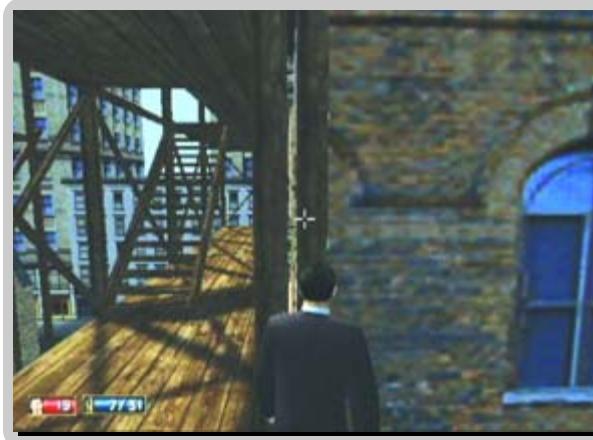
After you kill those cops, more come out on the roof.

Don't run out on the roof after you kill the cops. Two more come up. Deal with them in the same fashion you dealt with the first group, using the cover of the ledges and brickwork while picking them off.

Move quickly on the roof—two more cops show up on the roof of the building above. Stay close to the building, away from the street side, so they can't shoot you. Carefully pick them off.



Pick up ammo from the dead cops—more appear on the roof.



Jump onto the scaffolding.

Once you're on the scaffolding, run toward the church across the street. A cutscene begins, showing Tommy laying a ladder across the scaffolding of the building and the church and crawling across.



The Priest



Climb down the steeple stairs carefully.

Enter the steeple and climb down, stopping to get health from the first aid box. When you reach the bottom, a cutscene begins. Remember the funeral Frank mentioned at the beginning of this mission? You just crashed it.



One of Morello's goons rushes you immediately.

As soon as the cutscene ends, crouch and move to the left. Amidst the shooting, one of Morello's men charges into the alcove. Plug him. Edge out, and kill the thug in the left-hand pew.

Grab the dead thug's gun, and run out the door. Turn to the left, and take cover in the extreme far end of the sanctuary. Arm yourself with the Colt, reload it, and inch to the right. Duck under cover when the gangster in the pulpit shoots at you.



Count shots and open fire on the gangster while he reloads.

Kill the gangster in the pulpit and the one on the ground nearby, using the same method. After they die, advance to the pulpit steps in a crouch, watching for the thug with the Tommy gun in the balcony.



Climb the steps. You now have the high ground.

From the pulpit, shoot the thug with the Tommy gun in the balcony, aiming for the muzzle flash if you can't make out his body in the dim light. Another gangster is below you and to the far left. Snipe him with the pistol from your vantage point.

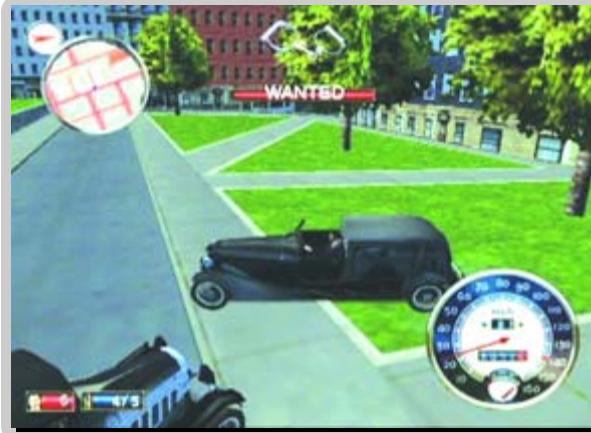


Alerted by the noise, three more of Morello's men come inside the church.

TOMMY'S STORY II

Mission 8: The Whore

Climb down from the pulpit, but stay toward the front of the sanctuary. Three gangsters enter the back of the church. Pick them off while ducking beneath the pews.



Time to make your escape. Watch out for the cop to the right.



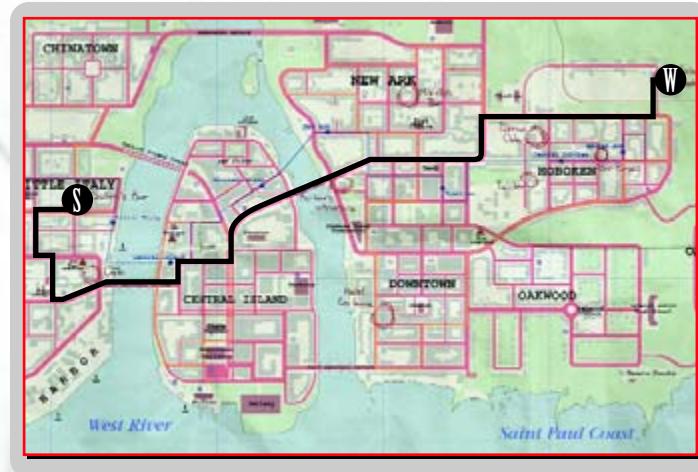
Drive carefully—you're a wanted man.

Thanks to the church massacre, the police are descending on the area. You have to use all your cunning to elude them. Avoid their cars; your freedom depends on it. The mission ends when you return to Salieri's, park the car, and return to the bar.



Mission 9: A Trip to the Country

Don Salieri has some of the finest Canadian whiskey coming into town—import and duty-free. Protecting the stash should be easy—well, as easy as baby-sitting two trucks full of illegal liquor during Prohibition can be. Unfortunately, Morello has plans for Salieri's hooch. It's up to Tommy and Paulie to run interference.



S Salieri's Bar - Starting Point
W Warehouse

Mission Objectives

- Drive to the farm in the country to pick up the liquor.
- Drive the trucks to Salieri's warehouse.
- Deal with any resistance in a permanent fashion.



After talking to Frank and getting a car from Ralph (a Bolt V8), drive to Salieri's liquor warehouse.

The warehouse is in Hoboken. You must cross through Central Island and New Ark, so head for the Central Island tunnel. Once you pop out of the other side, make the hairpin onto the Giuliano Bridge.



Pass beneath New Ark and proceed to Hoboken.

Go straight at the end of the bridge, following the street as it turns left at the corner. Make the first right turn.

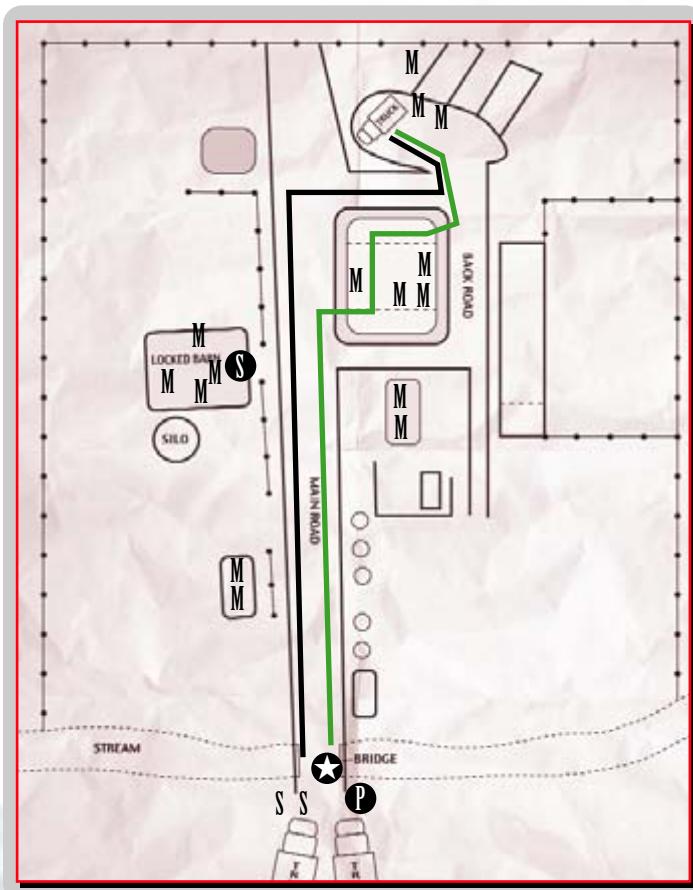
As you travel down the road, you pass Hoboken on the right. Cross the train tracks and continue forward. Don Salieri's warehouse is ahead on the left. Pull in and a cutscene begins.

TOMMY'S STORY II

Mission 9: A Trip to the Country



Find the warehouse on the outskirts of Hoboken.



Starting Point

Paulie

Salieri's Men

Sam

Marello's Men

→ Fence

○ Trees

— Tommy's Path In

— Tommy's Path Out



Arm yourself with your Colt 1911 at the entrance of the farm. You'll be using it soon enough.

After the cutscene ends, run down the muddy road to the end, and walk to the driver's side of the truck. Another cutscene begins. When it ends, drop into a crouch and kill the two men shooting at you. A third appears from behind the barn. Kill him, grabbing the shotgun and ammo for the Colt.



Like most bootleggers, Morello and the sheriff's men prefer shotguns. The Colt fires faster and fires more shots in the same amount of time as a shotgun, but you can't beat the shotgun for raw stopping power.



The farm crawls with Morello's men and the sheriff's. Kill them on the way back to Paulie.

Using the back road, return to the back of the large open building on the right that you passed coming in. Enter the first open bay, and walk past the Canadian liquor crates to see into the next bay. A guard waits behind the door. Run in, kill him, and run to where you previously stood.

**Your shots alerted the men on the upper level.**

Switch to the shotgun and kill the men from the upper level if they come looking for you. If they don't, crouch and sneak into the second bay, keeping an eye toward the stairs to the left. Your presence causes one thug to come downstairs. Kill him and the one near the back of the wagon. Move toward the steps to lure another thug downstairs. When they're all dead, use the first aid kit.

**After all three check out, aim for the cat upstairs.**

A thug with a shotgun waits at the top of the staircase on the second floor. Arm yourself with the shotgun, and carefully slip behind the stairs until you spot him. Unload two shells into him. Another goon might be waiting for you upstairs if the blasts haven't already brought him down. Seek him out, then return to the front of the building and the main road.

**Edge outside in a crouch until you can just see the door of the building to the left.**

As soon as you see the door, two men rush out. Kill both with the shotgun, using a corner of the building you're in as cover. Cautiously continue down the road. When two men exit the building on the right, turn and run to the corner of the building you passed.

**Use the corner for cover, and kill both with the shotgun when they come into range.**

After killing the men, break into a run and head for the trucks. Paulie is under attack.

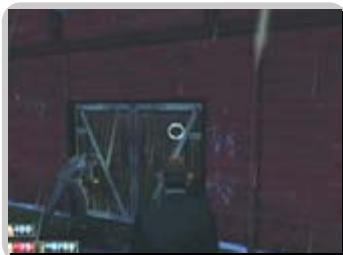
TOMMY'S STORY II

Mission 9: A Trip to the Country



Shoot the guys in the dark blue and tan coats. Don't shoot your own men, who are dressed in gray.

Help Paulie clean up the remaining thugs that attacked the truck and talk to him. He joins you so you can go back in to rescue Sam.



Paulie leads you back to the open barn for a crowbar.

Run into the barn when Paulie pries off the lock. Run to the right, kill the thug with the shotgun, and circle around the wagon, killing anyone in the way.



Run upstairs and kill the two waiting thugs.

As always, stay clear of Paulie and his exuberance. Pick up the ammo and first aid kit, and head to the barn's top floor to find Sam. After you find him, a cutscene begins and Paulie goes to get the truck.



While you wait, make sure the shotgun is loaded.

Crouch by the opening near Sam. A police car pulls up from the left. Shoot the two cops that get out, and return to the top of the steps to wait for more. Kill any cops you see, and head downstairs to the exit. A cutscene begins when you reach Paulie.

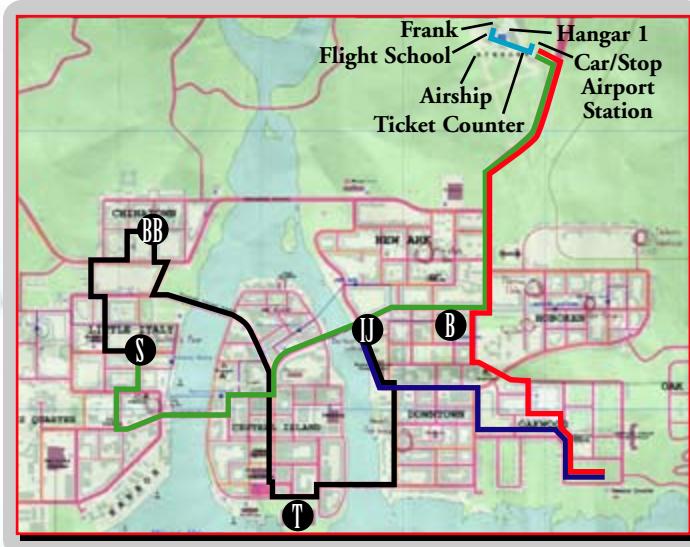


Make sure the cars don't get past you. If they do, Paulie is killed.

Try to conserve bullets and keep the crosshairs trained on the drivers of the three cars that come at the truck. Once all three cars are disabled, a cutscene begins and the mission ends. Return to the Salieri Bar and visit Lucas Bertoni if you wish (see chapter 10, "Subquests").

Mission 10: Omerta

Frank sold the Don out to the cops and handed over all of Salieri's books. But without Frank, the books are useless. That's where Tommy comes in. Salieri tells him to hunt down Frank and rub him out. If he fails, everyone from the Don on down will do time—or get the chair.



- S Salieri's Bar - Starting Point
- BB Big Biff
- T Little Tony
- JJ Idiot Joe
- B Bank
- Tommy to Informant
- Tommy to Frank
- Tommy to Airport
- Tommy to Bank and back to Salieri's
- Tommy's Footpath at Airport

Mission Objectives

- Find out where Frank is from the stoolies.
- Locate and deal with Frank.
- Recover the accounting books and return them to Salieri.



After getting your instructions from Salieri, get a car and weapons out back.

Ralph, who's under a car in the lot, fixes you up with a new set of wheels, a Schubert Extra Six, while Vincenzo outfits you with a Colt 1911 and a sawed-off shotgun. Head to Chinatown and locate Big Biff near the square.



Biff knows nothing, except to tell you to visit Little Tony.

Little Tony hangs out on Central Island near the Gallery. Go around the square and head back to the main road. Turn left, then make the first right. Turn left again at the bottom of the hill, and you approach the tunnel to Central Island.



The Gallery sits at the far end of Central Island.

Follow the street you took through the tunnel and go the length of Central Island. Turn left when you see the parking lot ahead. Turn right, then left again, and find the Gallery and Little Tony on the right. Stop the car, and walk up to Little Tony.



Little Tony tells you to find Idiot Joe down by Lucas Bertoni's shop. He's got the real skinny.

Duck beneath the Giuliano Bridge, near Bertoni's shop in New Ark. Idiot Joe is marked with a blue X on your map. The squealer is hiding under the bridge.



Park next to Joe and initiate a conversation.

You soon learn how the palooka got the "Idiot" moniker. When Joe starts giving you the run-around, offering up the same answers, jar his memory with a sharp right hook in the chops.



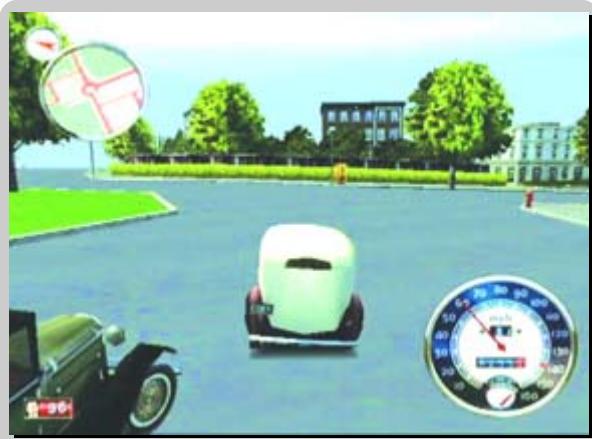
Continue punching Joe until he squeals.

If Joe starts to run, don't punch him more than once in succession, and try to keep him under the bridge. Wear him down, and keep him away from the street.



CAUTION

Every now and then, take a look around for police. If they spot you pounding on Joe, they arrest you and the mission ends.



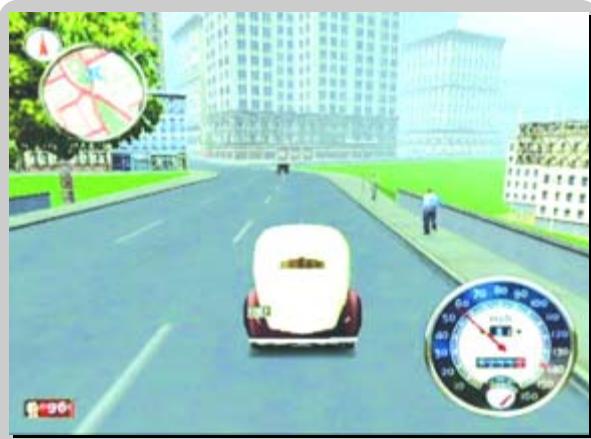
Joe tells you that Frank is being held in a building across from the tennis courts in Oakwood.

Get back in the car and make your way south, cutting through the city. Activate the speedlimiter, so you don't attract police attention. Enter the traffic circle and take the first right, continuing south.



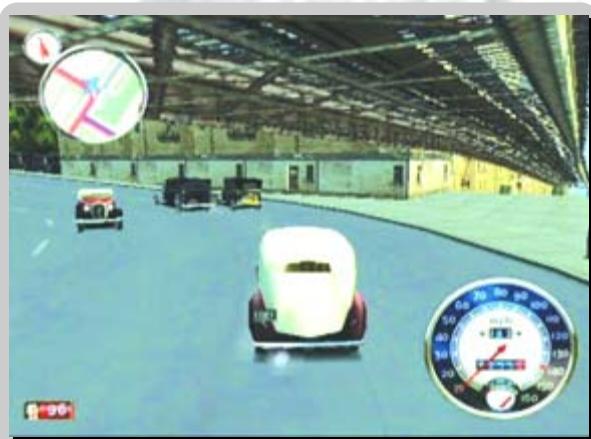
Head south to reach Oakwood.

Remain on the main road as it turns to the left—the house is ahead on the left side. As you approach, a cutscene begins.



Follow the black limousine with Frank inside.

Stay close to the black limo carrying Frank as it heads back the way you came. As it goes around the traffic circle, cut across the middle to get closer to the limo. It continues and turns left.



Follow the car closely—but not too closely.

It doesn't pay to follow traffic laws if your quarry doesn't. Stay as close as possible to the limo as you drive through the suburbs—speed if you have to.



Get out of the black car's way—the driver will hit you.

With the Colt drawn, run to the terminal building. Crouch and sneak in the right door. Using the open door as cover, pick off the two thugs in the far right corner.



Two more gangsters hide inside the terminal to the right. Take them down.

Advance into the building and eliminate the thug behind the right corner. The last gangster is hiding behind the ticket counter. He pops up from time to time. Catch him in the melon just as he rises.



Once the gangsters are down, Frank runs out of the terminal.

Grab the Tommy gun and the first aid kit on the wall if you need it, and follow Frank. Turn right and chase the police officers in tan coats with your gun blazing. Nail as many as you can to eliminate future threats.



Kill only the police officers in tan coats. Frank is in the gray suit. If you kill him, the mission ends in failure.



Sneak up behind the thug near the green container in the hangar.

Arm the Tommy gun or the shotgun, crouch down, sneak around the right side of the container, and blast the thug in the back. Grab his Tommy gun and kill the gangster in the middle of the hangar. Wait behind the green container, and another gangster comes around it, the same way you did. Gun him down and collect all the gangsters' hardware before leaving the hangar.

 **NOTE**

The rest of Frank's police escorts are hiding behind the container at the far left corner of the hangar. Stay on your toes in here—your enemies are always on the move, and they have at least two approaches to your position.

**Terminate the sniper.**

Run to the hangar's far end and peek around the left corner until you see the guard in the tower. Use the Smith & Wesson Model 10 to pick him off. Beware of a cop just out of sight around the corner. Edge out and plug him before turning your attentions to the tower.

 **TIP**

If you feel lucky, you can probably make it across the runway at a full run without getting hit.

**Cross the runway to the right.**

Run to the right side of the far right building and arm the shotgun. Sneak to the corner and look around it. Kill any policemen who come running, and the one nearby armed with the Tommy gun.

**Find Frank near the lamppost by the cars in the distance.**

From the corner of the building, kill Frank's final guard with a pistol, being careful with your aim. When Frank is unguarded, run to him. A cutscene begins and Frank explains to Tommy that his family is being held nearby.

**Head for the flight school.**

The flight school is to the left. Using the car for cover, kill the two guards that come running from the door. Enter the flight school, and find Frank's wife and daughter ahead on the left, near the phone booth. Use the nearby first aid kit on the wall if you need it.



When you run inside the flight school, you see a man on the telephone calling the police. Fill him with lead. If he doesn't complete his call, the police won't show up later at the terminal.



Go back and get Frank.

Another cutscene begins when the family reunites. Frank tells you they need tickets to get on the airship for Europe. The tickets are back at the terminal. Cautiously exit the flight school—two policemen are coming from the right.



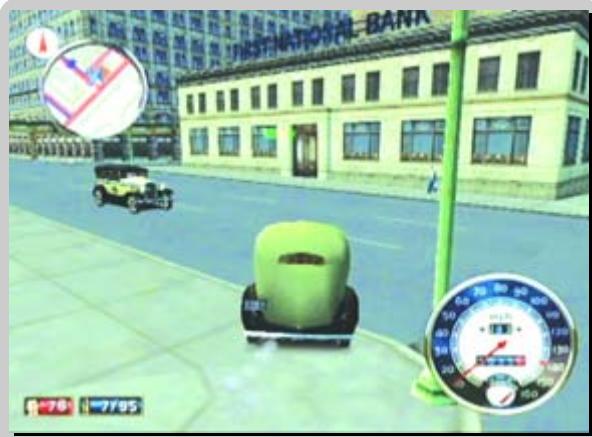
Wait for the cops to show up (if the call was made) and kill them.

Run back to the ticketing terminal. The tickets are on the counter to the left. Grab them and return to the front of the flight school for a final cutscene with Frank and his family. Frank tells Tommy that Salieri's books are in a safety deposit box at the First National Bank. After the cutscene ends, return to the car.



If you're tired of running back and forth, steal a car parked behind the flight school. Also, for a change of pace, you can steal the pickup truck at the beginning of the mission and use it as your weapon instead of guns. It's crude, but effective.

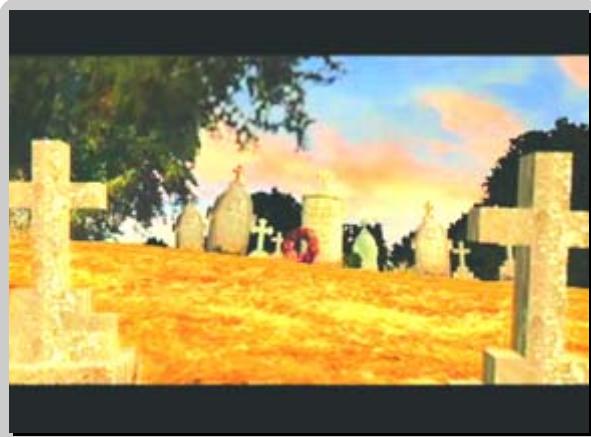




Return to the car and head to the city.

Turn left one block after the street turns right near Hoboken. Find the First National Bank on the left after the turn. Park and exit the car. Walk to the front of the bank and Tommy goes inside, returning a few seconds later with the books.

You now have a choice: either go back to Salieri, or pay a visit to Lucas and earn a new set of wheels.



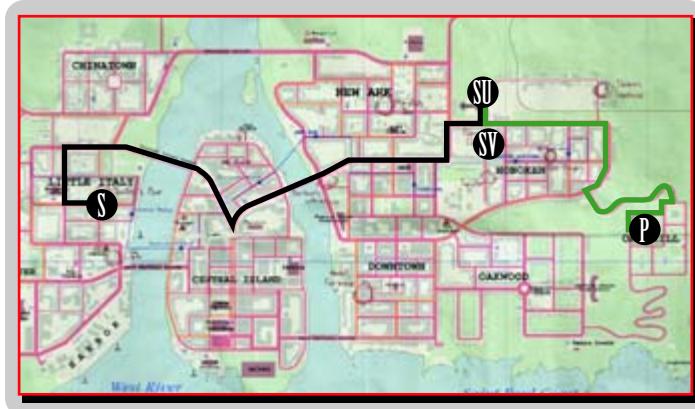
Follow your normal route back to Salieri's.

The Don is very pleased with your work. If he knew you let Frank escape, however, he'd have you killed before your next heartbeat.



Mission 11: Visiting Rich People

The Don, still suffering serious heartache over Frank's defection and presumed death, now has a headache to go with it. The city's chief prosecutor has amassed nearly enough evidence against Salieri to send him up the river. The prosecutor also knows his town's police force is corrupt, and he keeps the files in a safe at his home in affluent Oak Hill. Pick up Salvatore, the Don's safecracker, to pilfer the papers.



- S Salieri's Bar - Starting Point
- SV Salvatore
- P Prosecutor's House
- SV Salvatore's House
- Salieri to Salvatore
- Salvatore to Prosecutor

Mission Objectives

- Pick up Salvatore in Hoboken.
- Drive to the prosecutor's house.
- Break in and steal the files.



After visiting Ralph and Vincenzo for a car and weapons, pick up Salvatore by the stadium.

Take the tunnel to Central Island, then take the Giuliano Bridge into New Ark and Hoboken. Turn right to enter Hoboken, then take the first left. Salvatore waits ahead on the left, near the stadium. He jumps in the car when you pull to a stop in front of him.



Turn left onto the main road.

Follow the road past Hoboken on the right, and continue as it turns right. Take the first left up the windy road to Oak Hill.





Turn right at the intersection, and follow the road as it turns left.

Make the first right, and follow the road as it passes between mansions. Before you make a left turn, Tommy announces that you've reached your destination. Get out of the car, and Salvatore follows you.



The front gate is guarded. Use the side entrance.

Alongside the house is a small, unguarded entrance to the garden. Use the action button next to it, prompting Salvatore to pick the lock for you. Then pass into the garden.



NOTE

Inside the grounds, Salvatore follows you like a puppy dog. If you crouch, he crouches. Run and he runs. Talk to Salvatore and tell him to wait while you scout ahead.



Creep ahead to the end of the hedges in front of you.

Once there, peek to the left to spot the guard. After the guard heads back on patrol, run forward and slightly to the right.



Creep along the path parallel to the two guards near the fountain.

As you move forward, stay on the grass on the path's left side. Keep an eye on the house and the guard walking on the back patio as you stay low. Stop when you get near the lamppost.

 **TIP**

Wait until the maid leaves the dining room, the room adjacent to the back patio with the guard, before you begin your approach. If she spots you, she attracts the attention of guards.



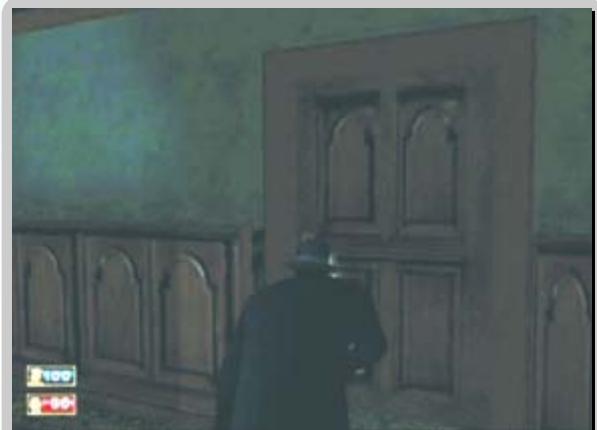
Wait for the guard to drop down to the pool, then run to the house.

The guard patrolling the house eventually comes down to the pool. Wait until he's almost completely to the left and looking the other way. Then make a break for the stairs. Run up to the top, then duck.



Enter the house via the dining room.

If the maid is in the dining room, wait until she passes to the next area. Move fast—she comes back. Cross to the open door on the right of the opposite wall, and creep into the entrance hall.



Climb the first flight of stairs, then the stairs to the left.

Run up the main staircase and take the short staircase at left. At the top of the second flight, go through the wooden door, to the right in the corner ahead. Immediately turn left, go through the door at the end of the hall, and enter the prosecutor's office.



The safe sits in the far left corner.

Walk to the safe, and press the action button. A cutscene begins, showing Salvatore cracking the safe. While Salvatore works, Tommy watches out the window. He spots the prosecutor and his two personal bodyguards pulling up in front. Tommy tells Salvatore it's time to disappear.



NOTE

You can't just waltz out the front door. You could make a run for it, hoping to outrun the bullets. But why not leave in high style, stealing the prosecutor's slick ride?



Exit the house via the back staircase and hallways.

Press the action button to swipe the papers from the safe, and run to the door. Instead of turning right to return the way you came, run down the hall to the door at the end of the hall. Go through it and down the stairs.



Come toward the entrance hall from the side and surprise the guards.

Go through the door at the bottom of the stairs, and follow the hallway as it turns left. Crouch and sneak to the door ahead. Slip out the front door.



Creep out the front door, checking for guards.

One guard stands to the left, looking away from you. Sneak to the Silver Fletcher parked under the carport. Approach the driver's side door and press the action button. This cues Salvatore to pick the car's lock. Keep your heater trained on the guard, just in case. Once Salvatore opens the car, hop in.



Hightail it through the front gate.

Once in the car, back out, and swerve to the right down the driveway. The Fletcher's engine doesn't purr. It roars, alerting nearby guards. The guards level their guns at the speeding vehicle, but if you lay on the gas, you escape with little damage. And woe to the guard who steps in front of your grille.

CAUTION



Be careful driving down the hill to Hoboken or taking a shortcut across the grass to the stadium. The Fletcher is heavy and picks up speed quickly. Flip the car and you have to re-do part of the mission.



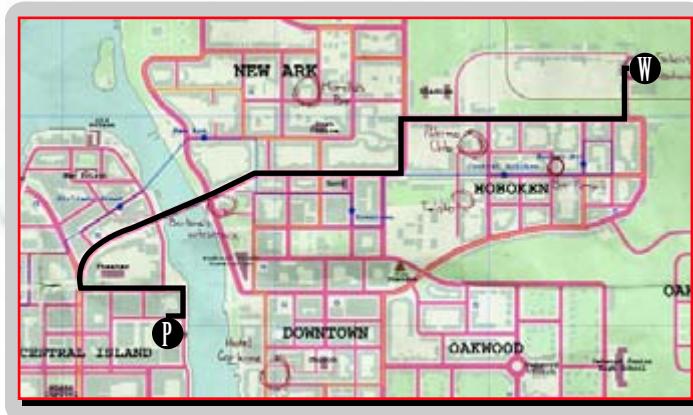
Drive Salvatore home.

The safecracker gives you directions to Casa de Salvatore, near where you picked him up. Drop him off and make for Salieri's. Pulling into the garage ends the mission, and adds the prosecutor's wheels to your already impressive garage.



Mission 12: A Great Deal

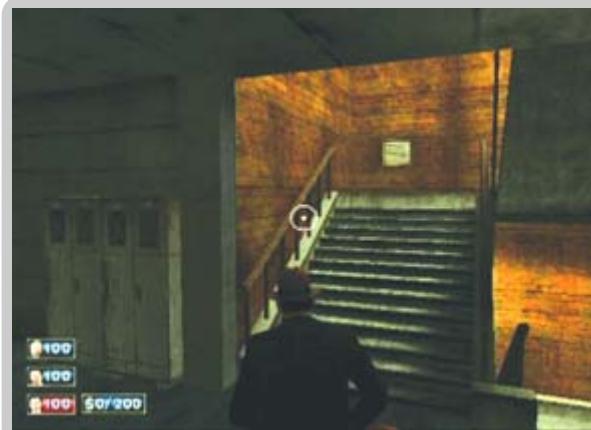
Paulie's aggressiveness is starting to pay off. The wiseguy found a Kentucky whiskey bootlegger selling top-notch booze, and he wants to do business with Salieri. Seeing the opportunity to screw over Morello and replace the Canadian whiskey he lost at the farm, Salieri accepts the deal. Per the Don's instructions, Tommy takes Sam and Paulie to the garage downtown to do some business.



P Parking Deck - Start
W Salieri's Warehouse

Mission Objectives

- Meet with the men in the parking garage.
- Buy the liquor.
- Deliver the liquor to Salieri's warehouse.
- Permanently deal with any resistance.



The mission begins after the cutscene shows the boys getting their instructions and driving to the parking garage.

Enter the garage and turn right. Climb the stairs to the third floor. Draw the Tommy gun as you ascend; you're about to use it.



Meet with the bootleggers, but prepare for party crashers.

Head left when you reach the third floor and approach the bootleggers. A cutscene begins. When it ends, shoot the turncoat fleeing toward the thugs on the opposite side of the garage.

 **TIP**



Pump about 50 bullets into the hood of any parked car and it explodes, killing anyone nearby.



Use the car for cover, and waste the thugs at the far end.

Ventilate the approaching thugs first, then concentrate on the gangsters holed up by the black cars. Ahead and to the left, two yellow petroleum barrels are stationed near the gangster's car. Shoot them and they explode, taking a thug or two with them. Slowly advance to the right, watching for Paulie and Sam's friendly fire.



Kill the reinforcements as soon as they arrive.

After you gun down the first batch of gangsters, a car pulls up carrying more. Find cover and eliminate any passengers. Keep an eye on the ramp—one or two thugs from the next lower level may come up to aid their pals.

 **NOTE**

Paulie and Sam are tremendous help in this mission. Don't get between them and Morello's gangsters—crossfire or friendly fire can kill you. Keep an eye on their health. If either starts dropping health quickly, find him and kill his attacker. Both Paulie and Sam must survive the mission.



Head down the ramp and clean house.

One or two thugs wait to the left when you reach the bottom of the ramp, depending on how many previously came up. Kill them and the gangster in the cage area ahead. Grab the first aid kit on the wall inside.



Continue toward the ground level.

Another thug waits at the top of the next ramp. Kill him and approach the ramp. A small group of gangsters waits to the left. Kill the thug that runs toward you, then take up positions with Paulie and Sam to kill the other two from a distance.



Collect any Tommy guns and continue down. The police wait.



Kill the thug waiting on the next ramp and continue. The cops blocked the next ramp with two cars. Cops wait to the right, thugs to the left. Use cover and pick them off—Paulie and Sam are particularly aggressive here, so stay out of their way.

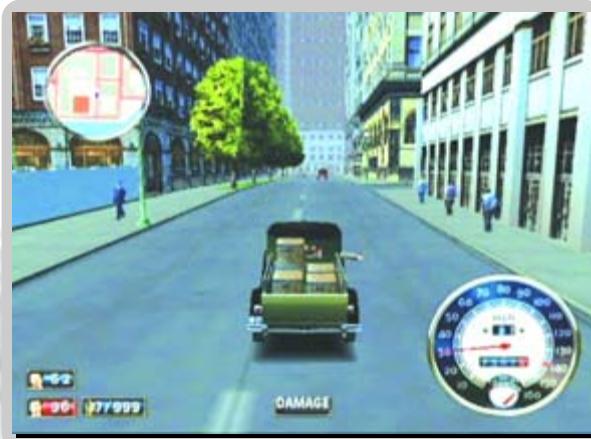


After the shooting stops, Sam comes up with a new plan—steal the truck.

Hoof it back to the top floor. Sam asks you to drive the truck full of whiskey to the warehouse. Get in and drive out of the garage. Paulie gets in the truck with you.



TIP
Don't damage the truck—swerve around cars as you navigate through the garage.

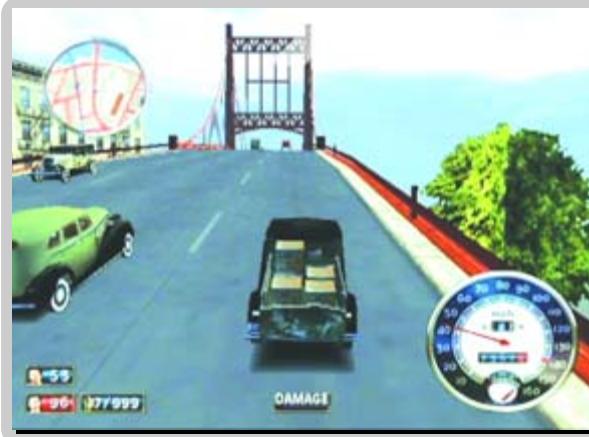


Turn right, then left to head toward the warehouse.

Get to the Giuliano Bridge and into Hoboken as quickly as possible. A carload of thugs follows in a black car. Drive fast and you're likely to lose them on Central Island. Follow the map to the bridge.

NOTE

Just because you're fleeing from angry mobsters with loaded guns doesn't mean you get a free pass with the cops. They join the chase if you're spotted speeding or crashing into other cars. Speed because Morello's men are merciless, but don't get arrested.



Use straightaways and trolleys to your best advantage.

The straightaway on the bridge is a great place to put some distance between you and Morello's men. If they still trail you in Hoboken, turn in front of a trolley coming toward you on the long straightaway. Crashing into the trolley should total their car and kill them.

TIP



If you can't shake them, pass the gangsters' car on Paulie's side. If he gets off enough shots, the gangsters' car explodes.

NOTE

The truck is among the worst-handling vehicles in the game. Be careful as you turn, and keep an eye on the damage meter. If you total the truck, the mission ends in failure.

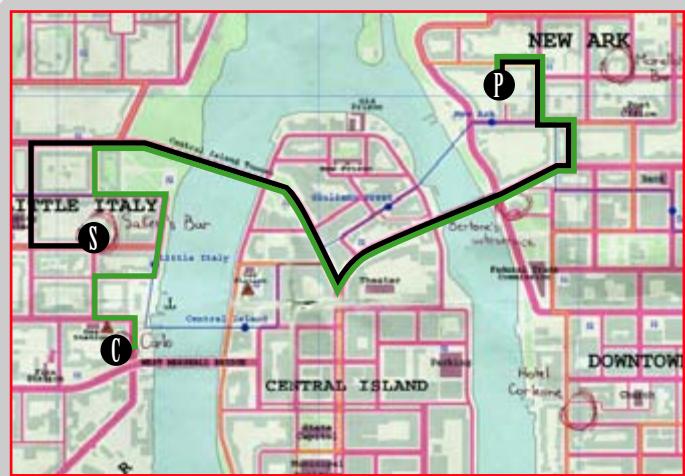
If you haven't dealt with the gangsters, the warehouse doors are shut. Get back out there and either shake or kill Morello's weasels. The mission doesn't end until the truck is safely inside the warehouse area.



TOMMY'S STORY III: A WAY OUT

Mission 13: Buon Appetito!

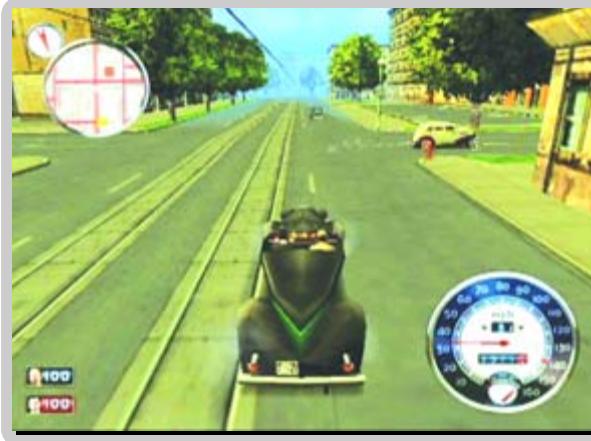
All this business with Morello has made the Don hungry. Salieri asks Tommy to drive him to Pepe's Restaurant in New Ark for a real Sicilian meal. Carlo, Salieri's regular bodyguard, called in sick, and Salieri knows better than to go out alone and unprotected. Tommy agrees, but he can't ignore his gnawing suspicions. After all the business with Morello, Carlo's absence is odd.



- S Salieri's Bar - Starting Point
- P Pepe's Restaurant
- C Carlo's House
- Salieri's to Pepe's
- Pepe's to Carlo's

Mission Objectives

- Take Salieri to lunch.
- Protect Salieri from any attacks.
- Find out why Carlo was absent from work, and deal with him.



The mission begins with the Don already in the car.

Drive Salieri to Pepe's. It's in New Ark, so take the tunnel to Central Island, then the Giuliano Bridge to New Ark.



Park in front. The cutscene begins.

Lunch with the Don doesn't end with a mint and a smile. Morello's men attack during the cutscene. Once you gain control of Tommy, turn around and go out the back door of the restaurant. The Don can hold his own for a while.

TIP



There's a first aid kit on the wall near the back door of the restaurant. If Tommy was injured badly in the attack, grab it. Otherwise, save it for later in the mission.



Run out the back of the restaurant.

In the back hallway, draw your weapon and crouch. Edge out and peek down the alleyway. Nail the gangster at the end. Then run down the alleyway and swipe his Tommy gun. Quickly turn around, just in case gangsters bust into the courtyard behind you.





Enter the other building and waste the gangsters near the door.

If nobody came into the courtyard, open the door and crouch down. Ready the Tommy gun and edge toward the door. Blast any gangsters who foolishly stand in front of you.



Run upstairs quickly—and backwards.

Run to the second-floor landing facing away from the stairs. You'll spy a gangster stationed at the window. Kill the thug with the Tommy gun. Grab his gun and shoot at any gangsters you can see in the street below. Kill as many as you can; you're trying to attract their attention.



NOTE

Speed is of the essence in this part of the mission. Salieri puts up a noble defense, but he's killed if Tommy doesn't get to the street.



Collect any weapons near the door.

Run back downstairs. If any gangsters are waiting for you, kill them, and pick up any Tommy gun ammo. If you're wounded, grab the first aid kit from Pepe's.



Clean up the front of the restaurant.

Run down the alleyway in back of the restaurant, where you nailed the first gangster and grabbed his Tommy gun, and edge around the corner to the right. Shoot any gangsters still alive. A cutscene begins.

TOMMY'S STORY III

Mission 13: Buon Appetito!



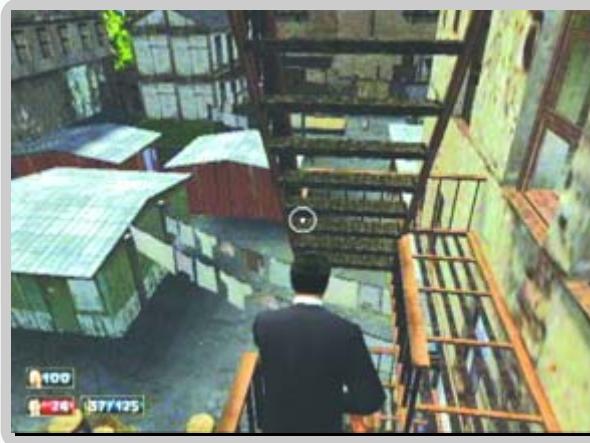
Before going to Carlo's, pick up any Tommy gun ammo.

You have a small firefight where you're headed. Load up, then get into Salieri's car. Wait for him to get in the passenger side, and head to Carlo's.



Carlo lives in Little Italy, so head back over the Giuliano Bridge and through the tunnel.

Carlo's apartment is in a part of town that's new to you, so let the compass, map, and Don Salieri guide you. When you reach Carlo's building, get out of the car and follow the Don in.



Bust the door down when the Don is done shouting.

Follow Salieri up the stairs to Carlo's door. Kick down the door. As you run in, you see Carlo—the guy in the boxers—run down the fire escape. Follow him.



From the ground, make short work of Carlo.

Carlo is in the back corner with a 27 Magnum. He's a good shot and does damage with one hit, so be careful and count bullets. You may be able to get the drop on him if you crouch and move to the left. Sneak up to the containers and creep left. Beyond the laundry lines, you should see Carlo's bare legs. Aim slightly above the knees and let him have it. When he's down, turn around and reload—Carlo has friends.



Three thugs come for you. Kill them all quickly.

The thugs come from the far wall, near where you climbed down the fire escape. Two of them are armed with bats. The third has a gun. Aim for the door and start shooting as soon as you see the first one come through. They aren't terribly bright and run right into your hail of bullets.



When the three are dead, the mission ends.

Tommy and Salieri chat outside Carlo's building, and the mission is a success.



Mission 14: Happy Birthday!

The pressure's getting intense, and the Don wants to weaken Morello by killing a city councilman he supports. Vincenzo and Salieri plan to assassinate the councilman at his birthday party. The guests—other city officials—will get the message. Trick is, the party is being held on a steamboat in the harbor.



S Salieri's Bar - Starting Point

M Morello's Bar

Mission Objectives

- Drive to the boat landing.
- Board the steamboat without arousing suspicion.
- Find the gun Vincenzo planted on the boat.
- Kill the councilman.
- Escape from the steamboat.



Vincenzo and Salieri explain the mission to you.
Listen to them.

Vincenzo outlines what you have to do and where the gun is on the boat—the bathroom at the stern, on the right-hand side. After you get your instructions, find Ralph, who shows you how to lift a Crusader Chromium Streak.



The dock is at the far end of Central Island.

Leave Salieri's and take the West Marshall Bridge to Central Island. Go over the bridge, turn right, and follow the map to the dock. Pull into the parking lot and walk around to the harbor side of the buildings.





The guards won't let you on without an invitation. Time for a disguise.

On the harbor side, bypass the dock and gangplank, and head toward the buildings opposite the boat. Go through the open door. Some sailor suits are hanging on the wall. Grab one with the action button, then return to the dock area.



As a crew member, you can board the boat.

On the boat, turn left and take the first staircase ahead. Move toward the back of the boat on the next deck, turning right, then left down a short passageway.



The bathroom is locked.

At the end of the passageway, turn left, then left again to find the bathroom where Vincenzo hid the gun. It's locked, and the skipper has the key. Head back through the short passageway and turn left.



Go down the stairs near the two women talking.

The skipper is sitting in a chair against the wall on the right. When you talk to him, he tells you the lifeguard has the keys. Turn around and head toward the rear of the ship—a lifeguard in a striped shirt is walking toward you. Ask him for the keys twice.



TOMMY'S STORY III

Mission 14: Happy Birthday!



Head back upstairs and fetch the bucket.

The lifeguard gives you the keys only after you promise to clean the bathroom. When you have the keys, return the deck near the bathroom. The bucket is to the right, tucked in the corner.



Scrub the bathroom and retrieve the gun.

Open the bathroom door, enter, and scrub the bathroom floor. After Tommy's done cleaning, pick up the gun from under the cabinet to your right. Exit the bathroom.



Give the keys back to the lifeguard.

Holster the gun and head below deck. Find the lifeguard and return the keys. Wait for the councilman to appear. Move to the front of the boat.



You can ignore the lifeguard's instructions to return the keys, but if he finds you, he'll hit you on the shoulder, knocking the gun to the ground. When he spies the gun, he alerts the ship that a hitman is on board. Be safe rather than sorry, and return the keys.



Move around the ship, but stay toward the bow.

While you're waiting for the councilman to appear, size up your vantage points for the kill.



NOTE

There are two good spots from which to kill the councilman: the dance floor and the front gangplank. The dance floor offers a shot from close range, but the councilman's bodyguards are nearby when he's making his speech, making getaway difficult.

The front gangplank (accessible from the bottom deck) allows protection and an easier getaway. It's a tough shot; the boat is swaying in the waves.



Choose your spot and get ready for the kill.

A cutscene begins, showing the councilman leaving his room. At that point, move to your spot and wait. Do not draw your gun until you're ready to fire, or the councilman's bodyguards shoot you.



One option is to get the gun and take out the councilman's bodyguards. One of them carries the key to the councilman's room. Kill the bodyguards, then go to the councilman's room and kill him.

TIP

If you kill the councilman from the dance floor, do it from the right-hand side, as Paulie's boat is tied to the bottom deck on the right.



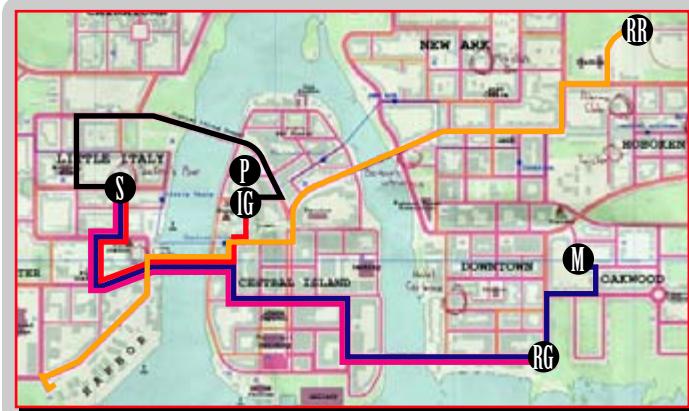
After killing the councilman, run to Paulie's boat next to the lower deck.

Approach the railing near Paulie's boat to make a clean getaway, leaving chaos on the boat behind you.



Mission 15: You Lucky Bastard!

The hit on the steamboat has the exact effect that Salieri wanted: No city official dares to make a move against the Don for fear of suffering the same fate. Still, Salieri's not satisfied. He wants to make sure everyone in Lost Heaven understands his message—including rival families. He's set his sights on Morello's younger brother, Sergio. Paulie has an idea how he and Tommy could bump him off.



- S Salieri's Bar - Starting Point
- IG Italian Garden
- P Phonebooth
- M Morello Jr.'s Mistress's House
- RG Rainbow Garden
- RR Morello Railroad Assassination Attempt
- Salieri's to Italian Garden (Trip 1)
- Italian Garden to Salieri's
- Salieri's to Morello's Mistress's (Trip 2)
- Salieri's to Rainbow Garden (Trip 3)
- Harbor to Railroad

Mission Objectives

- Kill Sergio Morello Jr.



Get your assignment, stop and chat with Luigi for a minute, then find Paulie in the back.

In the back, hit up Vincenzo for some heaters. Head down and get a car from Ralph. He teaches Tommy how to steal a Terraplane. Get in and head toward the Italian Garden in Central Island.



Pull up near the phone booth outside the Italian Garden.

Paulie tells Tommy the plan. When he's done, get out and walk to the phone booth. Press the action button to make the call to Sergio Jr.





Get in the car and speed away when the plan goes awry.

Paulie whacks the wrong guy, and the two of you are now the target of three armed gangsters in a car. Head out quickly, and lose them in traffic.



Let Paulie shoot. Make it to Salieri's while losing the car on your tail.



If you feel tough, find an isolated spot, get out of your car, and have a shootout with the other gangsters. Or just floor it on the straightaways until the gangsters are left in the dust. However you do it, lose the gangsters and return to Salieri's.



The Don still wants Sergio dead. This time, Vincenzo has the plan.

Vincenzo's plan: Tommy will plant a bomb on Sergio's car while he's at his mistress's house in Oakwood. Get the bomb and drive to the house, following the map. Use the East and West Marshall Bridges.



Approach the car with care—bodyguards are watching.

Walk toward the car, but keep your distance. Wait for the guard on the steps to go into the house, then crouch beside the car and press the action button to plant the bomb. Return to your ride to wait.



If you make any noise, Sergio flees and the mission ends in failure.

TOMMY'S STORY III

Mission 15: You Lucky Bastard!



Upsy-daisy.

Sergio's mistress goes to the car, instead of Sergio, resulting in, as Tommy says, "one hot dame." Back to the drawing board.



The new plan is a classic hit—Paulie jumps out with a gun and ventilates everyone.

Drive Paulie downtown to the Rainbow Garden restaurant. Check your map—you passed it on the way to the house of Sergio's mistress. Use the East and West Marshall Bridges to get there.



Paulie's malfunctioning gun means you have to run. Lose the car on your tail.

After Paulie fouls up the hit, head to Salieri's the way you came, using the traffic to lose the gangsters behind you.



If you're feeling especially gutsy, back up a little, then slam on the gas. Lurch forward and nudge the Morello gangsters' car back. Keep on the gas and you can push the car off the back embankment.



The final plan is to push Sergio's car into the path of an oncoming train.

Unsurprisingly, this one goes wrong, too. Follow Sergio as he drives away. He's hustling, and you must keep visual contact with him during the chase. He's headed to the docks in the Works Quarter, so anticipate his path and turn off your speedlimiter.

**TIP**

Don't stop for police who spot you speeding. Your car is faster than theirs, and you'll lose anyone who tries to catch you.



Don't devote time or energy trying to wreck Sergio's car.

Keep a safe distance from Sergio's car, and stick to him through town and into the Works Quarter. Keep an eye on him by checking your map often. As you approach the docks, a cutscene begins.



Sergio warns his men you're coming. Take them out, beginning with the guy on your right.

After killing the thug on your right, in the booth house, shoot the thug hiding in the shrubbery. Then turn your sights on the advancing gangster with the shotgun. Use your car as cover. Collect all the weapons and walk up the drive.



Advance slowly and stay to the left. A green truck comes out to greet you.

Keep your distance and train your pistol on the driver's door. When it opens, open fire. The passenger crosses behind the truck and comes toward you, alongside the building. Gun him down before he can get a shot off.



Advance to the corner of the building to your right.

Crouch and look around the corner to the right. There's a gangster perched on the second story of the wooden warehouse. Switch to the Smith & Wesson Model 10 or Colt, and aim carefully. Watch for another thug coming around the far corner with a shotgun. Gun him down.

TOMMY'S STORY III

Mission 15: You Lucky Bastard!



Enter the warehouse and ascend the stairs.

You want the gangster's rifle, but another thug is upstairs, too. Slowly walk up the stairs to get the drop on him. Blast him in the back, then pick up all the weapons. Return downstairs.



Head up the far left wall of the shipyards. Kill the first man and turn around quickly.

Head to the left and creep between the wall and the white building. Shortly after you enter the alley, a gangster jumps out of an open door. Make him regret his action. When he's dead, turn around and kill the man running up behind you with the pistol, then turn again to kill the third thug coming out of the warehouse.



Continue to the far end of the yard, toward the brick building.

When you see the brick building ahead, crouch and arm the rifle. If your aim is steady, you can pick off the two guards from a distance. Once you fire, both guards duck down, but you can still pop them in the head.



Enter the next building through the door on the opposite side.

Walk around the corner and enter the cream-colored building. Nobody ambushes you here, so run.





Use the first aid kit in the nearby room if you need it, then sneak up and kill the guard in the other room.

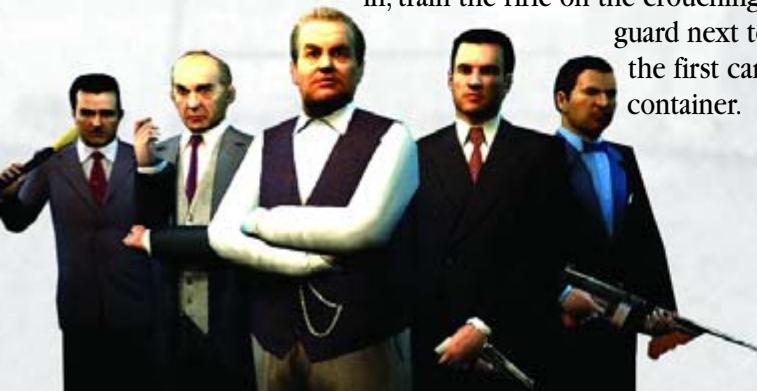
Go through the door at the end of the hall and get the first aid kit from the locker, then go into the room that was on your right as you came in. The guard is too busy looking for you out the window to notice you're on his six. Blast him, and lift the rifle.



Exit through the door in the room with the dead guard, and take cover behind the lumber piles ahead of you.

Duck behind the lumber piles. There is a sniper in each of the loading cranes—and they're crack shots. You probably can't see the snipers from this far away, but before moving in, train the rifle on the crouching

guard next to the first cargo container.



You want that gun, and the guard's position is a better one for nailing the sniper.

The fallen gangster drops a Tommy gun, which you need later in the mission. Run in a zigzag pattern and pick up the gun, using the container for cover. Arm yourself with the rifle and step out. A single shot takes down the sniper; pre-aim as best as you can. Line up the crosshairs with the crane's gangway.



The railroad car with silver tanks on it near the first crane looks like good cover, but it's not. The tanks are full of gasoline and explode if hit by too many bullets.



Each crane has a sniper on it. Pick the second sniper off carefully.

Turn your sights on the next crane down the line. Sergio is inside the building to your right, but don't worry about him yet. It's better to kill the snipers so you can make a clean getaway.

TOMMY'S STORY III

Mission 15: You Lucky Bastard!



Just past the third pile of containers is a crouching gangster.

Crouch down, arm the Tommy, and edge over to hit him.



When the two snipers are dead, return to the building with Sergio's car in front.

A railroad track switch is in front of the building. Leave it alone. The switch you want to use is closer to the tanker cars.



Turn this switch so the cars turn and go to the building with Sergio's car in front of it.



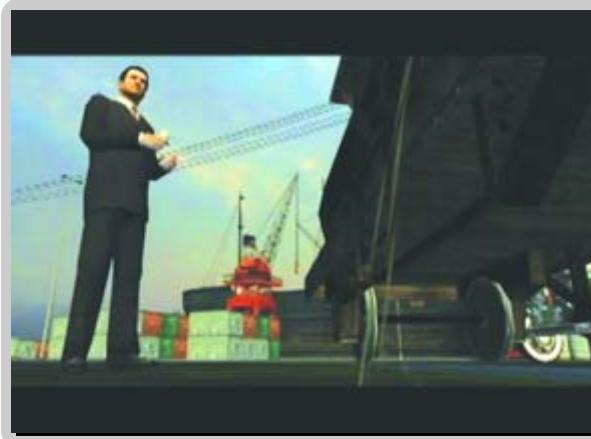
Remove the block in front of the tanker car's wheel.

Kneel by the front right wheel and press the action button to remove the block. The car begins rolling and smashes into the door of the building where Sergio is holed up.



If you get the tracks aligned wrong, the car either rolls into the first building or down through the shipyard. If this happens, readjust the track switches and remove the block from the wheel of the second car. If you blow it this time, you have to restart this part of the mission.





The car smashes into the door, and a cutscene begins.

After the cutscene, you begin at the corner of the building. It's time to end Sergio's lucky streak.



Kill the thug in the doorway.

Fall back and use the rifle to pick off the thug on the lumber pile inside the warehouse. Advance, and get ready for a full frontal assault. Three thugs are on your right with shotguns. But first, another gangster comes at you from the left. Put him down with the Tommy.



TOMMY'S STORY III

Mission 15: You Lucky Bastard!



Creep around the lumber piles, knocking down gangsters.

Weave in and out of the lumber piles on the right, tagging gangsters with the Tommy. In such close quarters, a blast from their shotguns kills you, so be the first to shoot.



Advance down the center of the warehouse and kill Sergio.

Sergio's death begins a cutscene. Exit the yard with caution—more gangsters lie in wait. Keep the Tommy gun hot and mow down anybody who steps in your path as you work your way to the front gate. Steal the car parked in the nearby lot. A couple of gangsters are stationed near the entrance, but you can speed past them. Now, either return to Salieri's Bar, or pay Lucas Bertoni a visit to pick up a set of fancy wheels.



Mission 16: Crème de la Crème

Sergio may be dead, but Salieri wants to send a final and absolute message to anybody with designs on Lost Heaven—he orders a hit on Morello. According to Paulie, Morello is coming out of hiding to attend the theater on Central Island tonight. You, Paulie, and Sam will go there and cut him down in the street as he leaves the theater.



Salieri's to Theater

Mission Objectives

- Kill Morello.



Get your assignment, then pick up weapons from Vincenzo and a car from Ralph.

Collect your gear, then head to the theater on Central Island via the tunnel. You must arrive there as the show lets out, so don't attract any police attention or damage the car.



TIP

You need a brutish car that offers both speed and protection. Go for the Terraplane or the Silver Fletcher that you stole from the councilman's home.



When you get to the theater, the show is already over and you have to chase Morello.

Turn off your speedlimiter and hit the gas. Morello's silver limo has a lot of horsepower—he has no plans to stick around. Lay on the gas and try to keep up. Morello's car is marked with a blue X on the map.

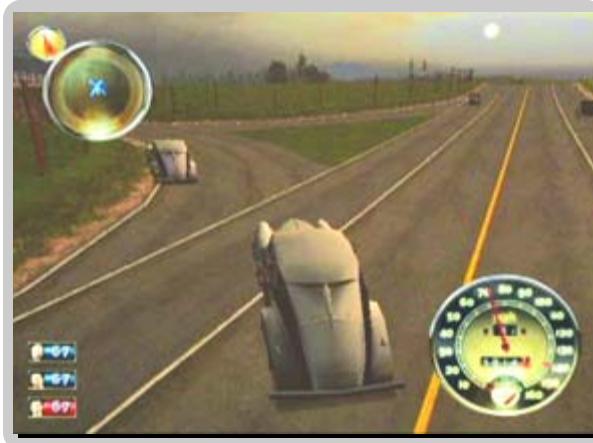
TOMMY'S STORY III

Mission 16: Crème de la Crème



Stay close to Morello at all costs.

Don't worry about the police right now; stick to Morello. He's headed out to the country, via Hoboken. Morello's car is heavily armored, so it's pointless to pull alongside it so Paulie can get off a few shots.



Follow Morello to the airport.

You're returning to the same airport that Frank escaped from. Pull in after Morello's car.



When you pull in, your car dies.

Jump out of the car and run when the engine fails. Head to the left of the hangar ahead of you and draw your gun.



Kill the gangsters waiting by the bushes.

After you shoot the bodyguards, run toward the escaping plane. Get in the car with Paulie and Sam.





Shoot at the plane while Paulie drives.

Watch the damage meter at the top of the screen, and fire your Tommy gun at Morello's private plane. Once the meter is full and the engines are fully ablaze, Paulie stops, and a cutscene begins.



Morello goes out in a blaze of glory.

After the plane crashes, take Paulie and Sam to Salieri's. Or, you could visit Lucas Bertoni's shop for an optional subquest.



Mission 17: Election Campaign

With Morello pushing up daisies, Salieri wants to go after the real crooks: the politicians. A corrupt city official is running an illegal house of ill repute in Lost Heaven, and he's not giving Salieri any kickbacks. Salieri assigns Tommy the dirty, dangerous job of killing the politico during a public speech. The murder has to be big and bold, a clear sign of power from Salieri.



 Salieri's to Old Prison

Mission Objectives

- Kill the politician at a public speech.



Get your assignment, then grab the telescopic Mosin Nagant rifle from Vincenzo and a car from Ralph.

Vincenzo rigged up this rifle especially for the job. Ralph teaches you how to steal a Wright Coupe. Drive to the old prison at the northern tip of Central Island via the tunnel.



Park on the street and walk back to where the sewer worker is standing.

Watch until you're well off the street before pulling out your piece. Blast the worker before he can make a break for it. Walk up to the body and press the action button. Tommy ditches the body down the open manhole. Drop into the sewer—it's the only way into the jail.



Walk to the opposite ladder and climb into the prison yard.

Once inside the prison grounds, turn around, go around the corner, and walk along the wall until you find a rusty old door. Go through it.



Walk through the room and turn left. Go through the door, with your gun drawn.

Walk through the hall and go up the stairs in the far right corner. Several thugs are around the corner, so get ready to fire.



Kill all four thugs in the room.

One of the gangsters is near the stairs. The rest are on the other side of the room, next to the burning barrel. Blast them from a distance, if possible. After the four goons are dead, continue to the far end of the hall and go through the outside door. Turn left and go to the rickety stairs. Take the first door on your left.



Go through the second door and shoot the gangsters.

You can hear the thugs behind the door. Kick it open and get ready to fire. Wait near the doorway; they come to you. More are on the other side of the door. Kill them and pick up all their guns.



TOMMY'S STORY III

Mission 17: Election Campaign



Continue to the far end of the hall.

Before you can leave, a thug armed with a slugger braces you from the right. Whip around and blast him. Then nail the men with guns coming out of the door at the far end. Collect the shotgun and continue through the far door.



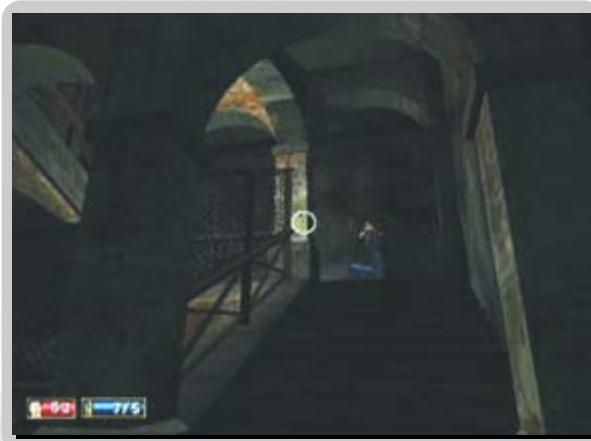
Turn right and continue down the hall.

Be ready—a thug is through the far doorway ahead. Load the shotgun.



Turn the corner and kill the gangster in the cage.

Continue ahead and turn slightly right. The tower is ahead on your right, but it's loaded with gangsters.



Thugs wait on the first three flights of stairs.

Play peekaboo with the thug at the top of the first set of stairs and kill him. Go up the tower steps and through the blue door at the top.



NOTE
Hustle. The politician won't speak forever. If you take too long, the mission ends unsuccessfully.



Take aim carefully.

From your vantage point, you can see the politician behind the podium. Use the rifle's sniper mode to target the politician. The sight sways with Tommy's breath, but try to shoot when the vertical line in the middle is at the base of your target's head. If you miss the first time, you have only a few seconds to recover and fire again before the politician flees in his car. If the politician escapes, the mission ends.



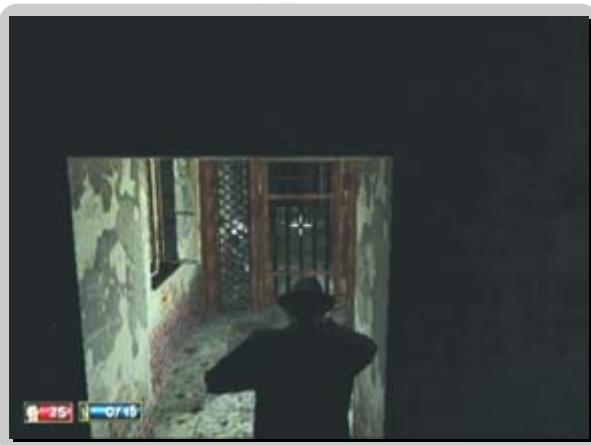
Boom.

Now, head back downstairs to escape.



Go down to the room with the burning barrel. Be careful—there's still a gunman in the prison.

The sewer isn't a viable exit anymore, so head downstairs and go through the door at the far end of the hall.



Go through the door and hallway, and make a right.

From a short hallway, open the barred door and continue forward. Should a gangster come out of the room on the right, kill him. Otherwise, have a powerful gun loaded and ready.



TOMMY'S STORY III

Mission 17: Election Campaign



Grab the steel bar from the corner.



Go on the balcony and shoot the four guard dogs.

Vicious dogs guard your only way out. As unpleasant as it may seem, aim low and waste the dogs. Slip back into the jail and backtrack up the base of the guard tower where you shot the politician.



Take the steps down to the basement.

Next to the steps you took up to the top, another set leads down. Go down and out into the courtyard.



Use the bar to pry open the door.

Holster your weapons and exit the jail. You now have the choice to celebrate at Salieri's, or take a quick trip to Lucas Bertoni's shop and earn another sweet ride.



Mission 18: Just for Relaxation

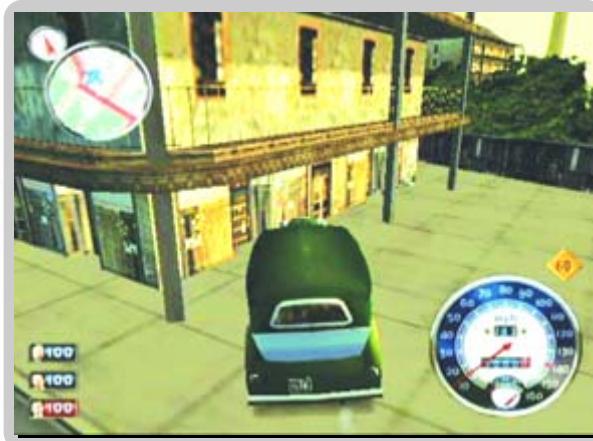
Salieri's next assignment is an odd errand for a trio of tough guys—steal a truckload of cigars from the shipyard. Not one to question Salieri's wishes or authority, Tommy goes along with the plan, despite his initial misgivings.



- S Salieri's Bar - Starting Point
- T Truck at Harbor
- C Cigars
- W Warehouse (End)
- Salieri's to Meeting Place
- Meeting Point to Harbor
- Truck Route

Mission Objectives

- Steal a truck from the shipyard.
- Load the truck with cigars.
- Take the cigars to Salieri's warehouse.



After receiving your assignment, car, and weapons, head toward the Works Quarter to drop off Sam.

The meeting point Sam refers to is marked with a blue X on the map. Once you pull into the alley, Paulie tells Sam and Tommy about his plan to rob a bank—without the Don's blessing. Sam and Tommy talk him out of it. After the cutscene, get back into the car with Paulie and drive to the shipyards.



Follow the truck to the warehouse.

Follow the truck on its delivery route. When it goes into the warehouse, park up the street, and get out of the car.

TOMMY'S STORY III

Mission 18: Just for Relaxation



Brace the driver and steal the truck.

Enter the warehouse. The driver is at the far end, waiting for somebody. He's armed with a crowbar, and he knows how to swing it—so you're just going to have to shoot him.

Go back outside and steal the truck. Drive it to the shipyard.



Drive through the shipyard gates and head for the loading docks ahead.

Drive through the gates and head for the white loading docks at left. The bay at the end is open—the foreman is waiting inside. Back the truck up to the bay. Before you get out, make sure your hands are empty. If you hop out with a gun in your mitts, the guards cut you down.



Talk to the foreman on the loading dock.

Inside, the cigar crates are marked "Scorsese Import-Export." Don't go for them yet—the foreman has orders that no one touches the cigars.

Talk to the foreman. He tells you to carry all the crates next to the warehouse behind you to the Dispatch Hall, which is also beside the warehouse. He leaves, giving you time to grab a few crates of cigars. Press the action button next to them, walk into the back of the truck, and press the action button to unload.



If the foreman spots you with the cigars, he raises an alarm. That's a bad thing—the shipyard is crawling with guards.



When you spot the foreman coming back, talk to the laborers between the warehouses.

You spy the foreman approaching the loading bay. Don't get greedy and go for one last crate of cigars. Instead, hop down and speak to the two workers in the alley across from the loading bay. The two men carry crates for you.



Return to the cigars after you move the crates.

Talk to the foreman again. Tommy tells him that the boys at the train need his help.



Load the truck when the foreman leaves.

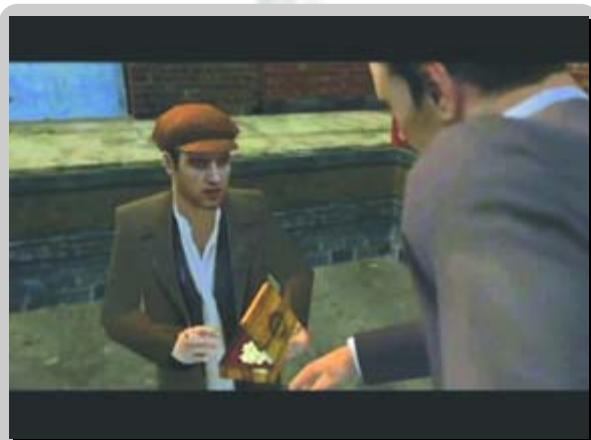
This errand keeps the foreman away long enough for you to finish loading all the cigar crates.

Once you're done, hop back in the truck and ease out of the front gate.



Drive to the designated meeting point.

Stay under the speed limit, and don't attract attention or do too much damage to the truck. Once you meet back in the alley, Paulie joins you. Head back to Salieri's warehouse in Hoboken.

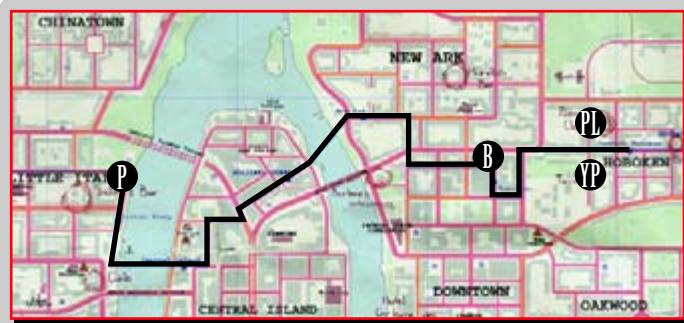


Once you arrive at the warehouse, the true nature of your mission is discovered.

Paulie and Sam discover that these cigar crates aren't full of fine Cubans—the boys risked their necks for a load of diamonds, and the Don doesn't seem interested in giving them a cut. Tommy's blood boils at the idea of betrayal, especially over money, and begins considering Paulie's bank job.

Mission 19: Moonlighting

After discovering that Salieri has been putting Paulie, Sam, and him in harm's way for selfish personal gain, Tommy reconsiders Paulie's bank heist scheme. In a mere five minutes, the two would be wildly wealthy, with no Don to give a majority share to. But to get the equipment for the job, they need to work with people outside the family.



- P Paulie's Apartment
- B Bank
- YP Yellow Pete
- PL Palermo

Mission Objectives

- Learn about Paulie's plan.
- Get guns and a car.
- Rob the bank.



Listen to Paulie's plan in the bank.

Paulie's plan is complicated, so pay attention to him both inside the bank and out in the lobby. Paulie already has the hardware needed to rush the joint, but he advises you to get some pieces from a shady weapons dealer named Yellow Pete. And while you're at it, grab a set of wheels.



Steal a car outside the bank.

Walking to Yellow Pete's is too slow. Look around for any cops, then wait for a car of your liking to happen along. Fortunately, the bank is on a busy street. Carjack a ride and head for Yellow Pete's.





Follow the map to the old Twister Theater.

The rundown Twister Theater isn't too far from the bank. After nicking a car, head east into Hoboken and drive to the blue X on the map. The door to the theater is on the side of the building, near the alley.

CAUTION

Always check before crossing the street. Lost Heaven drivers are known for taking out pedestrians.



Get all the guns you can carry from Yellow Pete.

Grab a Colt and a Magnum from Yellow Pete's downstairs desk.



Either head for Paulie's or visit Lucas Bertoni for a better ride.

If you're content with the car you stole, just head over to Paulie's pad in Little Italy. But chances are, you want to keep stocking your garage with fine machines. If so, check out the subquests in Chapter 10 for a full explanation of Lucas Bertoni's little errand.



Park outside of Paulie's and sound your horn.

Wait for Paulie to come down to the car. After Paulie hops in, drive to the bank. Use your speedlimiter, and don't attract attention. Park near the front door, just in case.



Enter the bank with Paulie.

When Paulie goes in and starts shouting, kick in the door at the far end of the counter, run behind the counter to the left, and grab the key on the shelves. You now have five minutes to clean out the joint.

CAUTION

Some guards try to attack Paulie and Tommy while others cower in fear. Be ready for a guard to shoot at you at any moment.



Run through the door near the shelves and up the stairs.

Shoot the guard at the top landing and turn left at the intersection. The manager's office is the first door on the left. The door is marked with a small sign reading "Director."



Run to the manager and talk to him.

Ask the manager where the keys to the vault are. He buckles like a belt. Get the keys out of the cupboard and exit the office, heading back the way you came. Shoot the guard in the hallway and head to the basement.



Kill the guard to your right at the bottom of the stairs.

Turn right and shoot the guard behind the bars to your right. Advance through the metal door ahead of you and turn right at the end of the hall.



Continue along the corridor until you come to the outer door of the safe.

Kill the next guard who tries to intercept you in the hallway. Proceed through the door and walk up to the safe.



Tommy opens the safe.

Tommy is momentarily taken aback by the gold and cash stashed in the vault. Tommy makes short work of a few fat stacks of bundled cash. As soon as you regain control of Tommy, start backtracking to the lobby.



Get out of bank fast!

Proceed quickly but cautiously—more guards are in the hall in which you were. Shoot them, and get upstairs. Collect Paulie and get into the car.

CAUTION

If you don't make it out of the bank in five minutes, the police arrive. Then you have to fight your way out through at least 20 officers.



Drive to the Palermo in Hoboken.

The police tail you. Do your best to elude them and use oncoming traffic as a weapon. If you managed to steal a fast car, you can lose the cops on long stretches of highway. When you finally lose the cops, go to the Palermo.

TIP



Luigi's garage is a great place to hide while the heat is still on. If you can make it to the garage without any cops behind you, park inside. The alert may still be on, though, so wait for the police to give up.



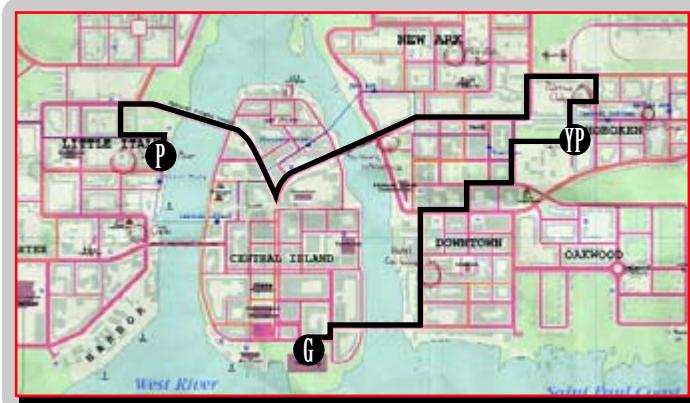
Drive into the building and hop out of the car.

You made it. Paulie and Tommy congratulate each other for pulling off a hard heist with such limited resources. Now, what to do with the cash?



Mission 20: The Death of Art

Tommy makes a gruesome discovery the morning after the bank job—Paulie is dead from a shotgun blast to the chest. The phone rings. Tommy warily picks it up to find Sam on the other end. Sam tells Tommy he has to disappear—the Don found out about the heist and wants to make an example of both Tommy and Paulie. Sam promises to help Tommy go underground.



- P Paluie's Apartment - Starting Point
- G Gallery
- YP Yellow Pete

Mission Objectives

- Meet Sam at the city Art Gallery.
- Live to see another day.



Steal the cop car in front of Paulie's apartment building, and drive to Hoboken.



Head straight for Yellow Pete's.

Make a stop at Yellow Pete's before meeting Sam at the Gallery. Load up on weapons. It's always better to be safe than sorry.



Turn on your speedlimiter and drive carefully. Don't get pulled over by the police.



If you like, make one final trip to Lucas Bertoni's garage.

Lucas has one last ride to offer you, a slick roadster with top acceleration. The errand you have to run is easy, but lifting the car later on requires some brazen street shooting.



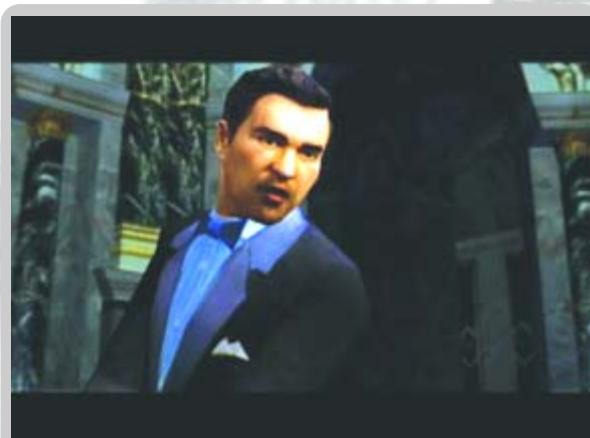
There's nothing left to do but make your way to the Gallery and hope it isn't a trap.

After you get the guns from Yellow Pete (and a car from Lucas), get in the car and head to the Art Gallery. It's on Central Island, where you met Little Tony in Mission 10.



Drive up to the doors of the Art Gallery.

Park outside and run to the Gallery door.



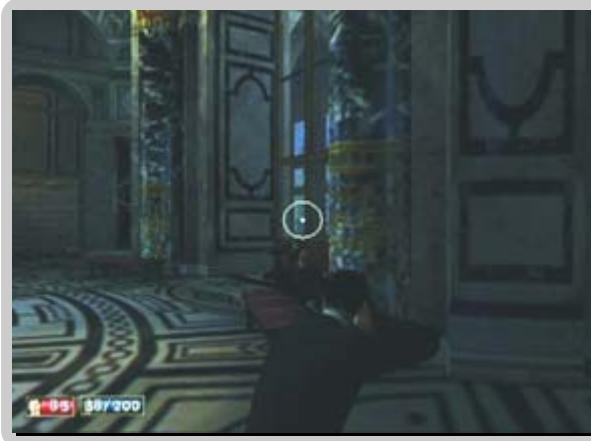
Your gut instinct was right—Sam lured you into a hornet's nest.

The Gallery is full of Salieri's gangsters, all with a single mission: gun you down. As soon as Sam's done talking, crouch and get behind the wall. Pull out your biggest gun and get ready to clear a path out of there.



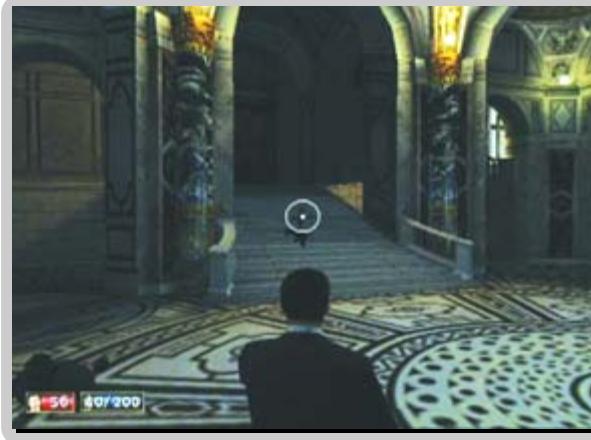
TOMMY'S STORY III

Mission 20: The Death of Art



Kill the two thugs to your right.

Use your Tommy gun. It's your best friend in the Gallery.



Two gangsters flank you on each side, coming down the staircases.

Edge out and peg the thug descending the staircase behind the first two gunmen. Then, turn around and nail the gangster hiding in the shadows of the staircase behind you.



Another gunman is waiting for you in the next room.

After the foyer is empty, creep up the stairs on the right. Crouch and get ready to plug a gangster lying in wait in the next room. Once he's dead, run through the next two rooms and get ready for another confrontation.



Two gangsters are waiting in the room to the left.

If you're fast and quiet, you can get the drop on the first gangster in the next room. He's off to the left, and facing away from you. Blast him in back. The gangster at the far end of the room, behind the display cases, is armed with a long-reaching shotgun. Empty a clip from the Tommy in his direction. The bullets cut through the cases and kill him.

Walk through the room, but be careful leaving. A thug appears across the lobby and shoots at you with a Tommy gun. Don't return fire, but make sure your gun has a full clip.



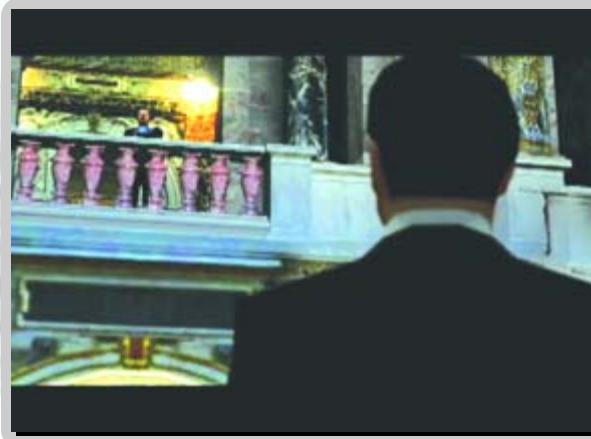
Head to your left, crouch, and kill the gangsters in the corridor ahead.

Just down the stairs and to the left are several gangsters. Reload, crouch, and edge down the steps. You may be able to whack the gangster in the gray coat before he knows what happened. But as soon as you start shooting, two black-suited thugs dart down the stairs.



More gangsters wait on the staircase.

After you blast the dark suits, edge out and nail the thugs on the stairs to the right. If the thug with the Tommy gun from across the way hasn't rounded the corner yet, he will shortly, so be ready for him.



Head up the stairs to hear from Sam.

Ascend the staircase. Sam addresses Tommy again, but after seeing your initial handiwork, he does so from a little more protected location.



After the cutscene, run back down the stairs.

Bust back down the stairs and step off to either side. Two gangsters are up top, shooting at you. One is lured down after you, so turn around and blast him when he rounds the corner.

The second gunman is still up on the next level. Back up the staircase, facing to the left. Look to the upper left, beyond the top banister. The gangster is back there, firing at you. As soon as you see his muzzle flash, unload the Tommy.



Climb the stairs and head around the walkway.

When you face back around, a gangster way across the room may be taking pot shots at you. He's not alone, but he is the most brazen of the bunch. Open fire and take him down.

TOMMY'S STORY III

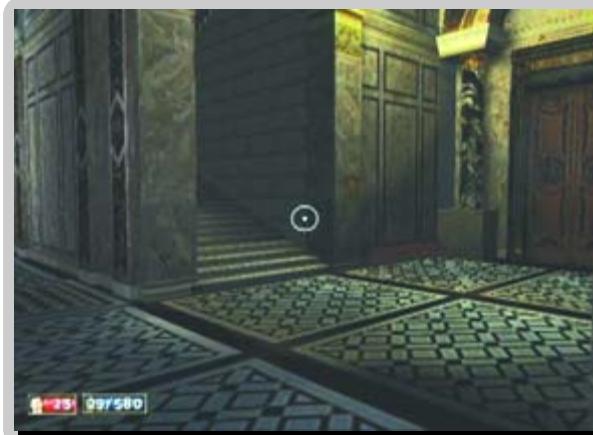
Mission 20: The Death of Art



Kill any thugs you see in the rotunda ahead of you.

A handful of gangsters remain in the rotunda area. Crouch and creep around the columns. Chances are, you get the drop on one of them.

When all the gangsters ahead of you are dead, collect any ammo you find. The shooting is far from over.



Continue along the hallway and go around the far side, opposite the rotunda.

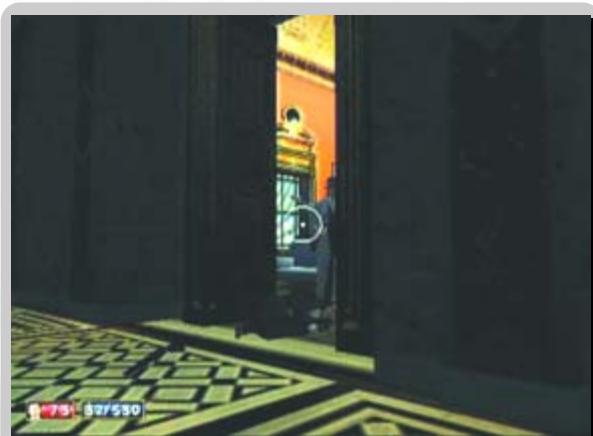
There is an opening against the wall facing the rotunda. Stairs on each side lead to the next level. There is a first aid kit on the wall here. If you need it, use it. But if your health is still around 70, save it. You can always come back for it.

Slowly climb the steps with your Tommy at the ready. A single gangster is waiting on the top landing. Blast him and go back down.



Go back downstairs and through the door on the right.

Turn at the corner and continue until you reach a door on your right.



Get that Tommy gun ready—there are four thugs inside.

Two gangsters are ahead, and the other two are on your left. Stay in the doorway and kill any who foolishly rush you. Lay on the Tommy and cut them down. One may hold back and stay to the left. Slowly creep into the room and shoot him.

Proceed through the room, collecting any Tommy gun ammo you find. Run through all three rooms, but in the final one, pause at the doorway to the right.





Two thugs hide behind the sofas in this room.

If you're lucky, one of the gangsters you shot was carrying a grenade. If you picked one up, lob it at near full force toward the back of the room. The blast kills the gangster hiding behind the far sofa.

If you have no grenades, wait for the closest gangster to pop up, then ventilate him. Proceed ahead and kill the second gangster, who's behind the second set of sofas on the left. When you get into the room, he pursues you aggressively.



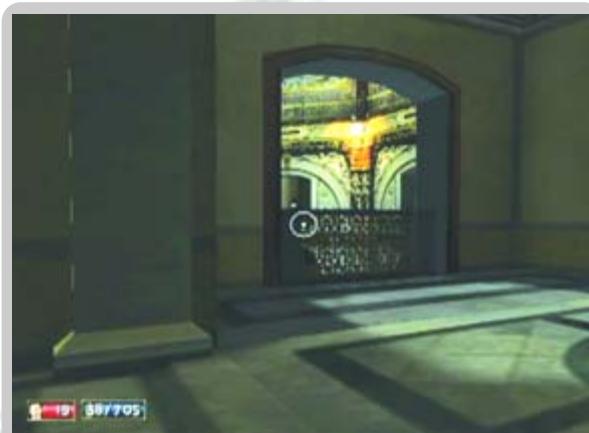
Head upstairs to find Sam.

Tommy spots Sam running away. Two gangsters with Tommy guns linger behind and open fire. Take them both out with return fire. Go through the door at the far end of the room, and go up the stairs ahead and to your left. Use the first aid kit now if you didn't before, then go through the door with the busts on either side.



Make a right and run to the circular hallway.

A cutscene between Sam and Tommy begins, with the two on opposite sides of the hallway. Sam explains why he has to kill Tommy—how he's broken the family's code, proved himself too soft—and there may even be a hint of jealousy in Sam's speech.



After the cutscene, crouch and play peekaboo with Sam.

The final shootout with Sam can be difficult. By now, you're heavily wounded and Sam is a crack shot, even from far away. He can nail you from across the clearing with deadly accuracy.

You can win this battle by getting Sam to waste bullets. When the gunfight starts, Sam is directly opposite you. Edge out and you can see his silhouette. If you pop out too far, Sam opens fire.

Poke your head out just enough to get Sam to fire, but duck back behind the wall when he starts shooting. Wait until he's exhausted his clip, then pop out and empty your Tommy gun at his silhouette.



You only need one long attack on Sam to make him run away.



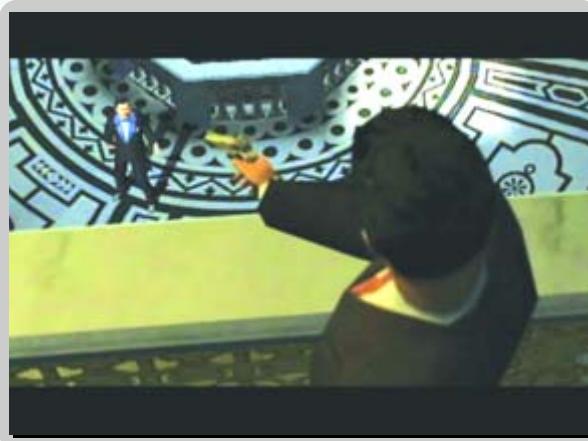
Follow the trail of blood.

If Sam doesn't fire back at you after an extended period of time, it means you nailed him. Run around the hallway until you see a trail of blood. Make sure you're ready to fire at moment's notice.



Whack Sam when he pops out from around the corner.

Sam makes one last stand. When he pops out from the corner ahead, blast him with an entire clip. Don't stop until he's down.



Sam spills everything to Tommy.

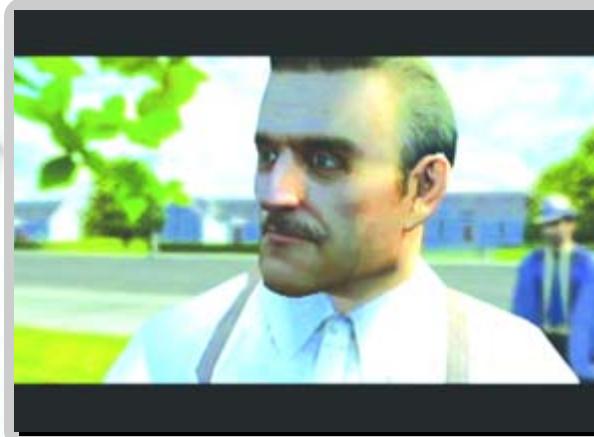
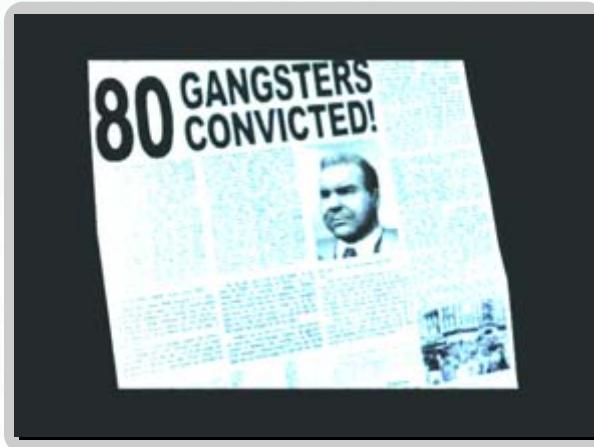
Broken and bloodied, Sam limps away. As he hobbles, Sam tells Tommy he's too soft. But he lets slip one tiny bit of information that pushes Tommy over the edge.



Sam discovers how hard a life of crime has made Tommy, after all.



Tommy wraps up his conversation/confession with Detective Norman.



The fate of the family is exposed. But sins from the past are not so easily washed away.



FAVORS FOR LUCAS

Ralph is a pretty good grease monkey, but Lucas Bertoni, the mechanic on the other side of town, is the key to getting your meathooks on the sweetest rides in Lost Heaven. Lucas shows you how to break into some rare, exotic cars owned by Lost Heaven's upper crust.



But nothing comes for free in this business, and Lucas is only willing to show you how to steal these automobiles if you run special errands for him. Errands might include tailing somebody or delivering a package.

Lucas's Subquests

After the race in Mission 6, Tommy can begin visiting Lucas's garage. But Lucas only has a limited amount of time to show Tommy the tricks of auto theft, so visit Lucas only when the game alerts you that you can—usually after completing a mission for Salieri.



To accept an errand from Lucas, park outside his garage and walk in. Talk to the mechanic, and he tells you what you need to do. Once you complete the errand, return to Lucas. He shows you how to pick the lock of a fine car, then tells you exactly where you can find said car.



The locations of cars that Lucas shows you how to steal appear as blue X's on the map.

Once you steal the car, return to Salieri's, and the car is added to your fleet.

Cars Tommy Can Steal in Subquests

Mission	Car	Location	Special Action	Caution
Mission 6	Lassiter V16 Phaeton	Behind Municipal Building	None	—
Mission 9	Ulver Airstream	Oakwood	Warn Lucas's buddy about police	Dog near car
Mission 10	Thor 810	Oak Hill	Beat up bouncer	Guards near house
Mission 15	Bruno Speedster 851	Garage on Central Island	Take Lucas's friend to hospital	—
Mission 16	Celeste Marque 500	Downtown	Get rid of car for Lucas	Owner of car nearby
Mission 17	Lassiter V16 Appolyon	Oak Hill	Pick up Lucas's friend in Works Quarter	Witnesses near car
Mission 19	Trautenberg Model J	Oakwood Junior High	Deliver a package for Lucas	Follow car to steal it
Mission 20	Thor 812 Cabriolet	Used car dealer near Chinatown	Follow prostitute to apartment	Dogs guarding car

Here's a more complete breakdown of the eight missions Lucas sends you on.

Mission 6



The first time you visit Lucas, he shows you how to steal the Lassiter V16 Phaeton. The car is parked behind the Municipal Building. Drive over to the building's lot and approach the vehicle. Look around to make sure nobody's watching, then pick the lock.

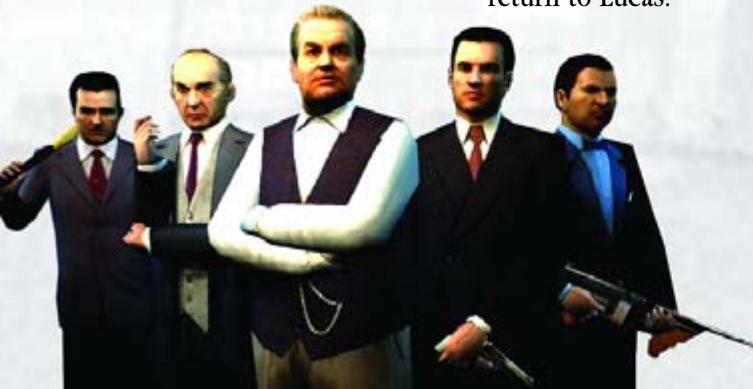
Mission 9

Lucas tells you that a buddy of his is wanted by the cops. If you drive to Hoboken and warn the guy, Lucas shows you how to steal an Ulver Airstream. Follow the map to the guy's door, marked with a blue X, and use the action button.

Return to Lucas. The appreciative mechanic shows you how to lift the Airstream, and directs you to Oakwood, where you'll find one parked.

Mission 10

Want the Thor 810? First, listen to Lucas's tale of a bouncer who takes too much pleasure in his job. Again, follow the map to the club the bouncer works at, beat him up, and return to Lucas.



The Thor is waiting for you outside an estate in swanky Oak Hill. There are guards near the house, so approach cautiously. When the coast is clear, pick the lock and speed away.

Mission 15

Lucas needs you to rush to a street corner and pick up a friend who was on the wrong end of a gun. You must drive the friend to the hospital in New Ark, and time is of the essence. The friend's health meter slowly clicks down. If you don't make it to the hospital in time, he dies and you fail Lucas.

If you make it to the hospital, Lucas shows you how to lift a Bruno Speedster 851. The car is parked at garage on Central Island. If nobody's around, pick the lock and drive away.

Mission 16



The Celeste Marque is a fine piece of machinery, worth risking a little high-speed chase for. Lucas has a car used in a crime that needs to be destroyed, but he can't do it. He needs you to drive the car to the beach at the southern tip of Oakwood and dump it in the ocean.

The only problem is that a bunch of cops are looking for the car. Race to the beach, eluding the police with speed and artful use of traffic. Once there, park the car on the edge of the cliff and get out. The car rolls off on its own.

Return to Lucas, and he tells you where to find the Marque. For once, don't follow his instructions. The car is parked in front of a diner downtown. When you start picking the lock, the owner comes out and opens fire.



Instead, wait for the owner to leave the diner and drive home to Oakwood. Once he's inside his house, steal the car from the driveway with no difficulty.

Mission 17

The Lassiter Appolygon is a beauty, and she deserves to be in your garage. All you need to do is pick up a colleague of Lucas's in the Works Quarter and drop him off where Lucas told you to.

The Appolygon is parked in Oak Hill. Problem is, a car like this commands attention. If a person witnesses you stealing it, they raise a ruckus. You need to be fast and full of health, just in case.

Mission 19

Lucas needs to you deliver an itty-bitty package to an associate of his who hangs out beneath the East Marshall Bridge.



Park your car at the top of the stairs. Keep the door toward the stairs, just in case you need to hightail it out of there. Run down and you see the associate, Dick, standing there.



Unfortunately, you were followed by some dark-suited thugs. Turn around and open fire. The shots may attract the police, so be ready to make a break for it when all the thugs are dead.

Return to Lucas, and he tells you where you can find the gorgeous Trautenberg Model J. The owner is leaving Oakwood Junior High, en route to downtown.





Follow the guy as he circles several blocks. Pull your car in front of his and hop out. Yank the driver out of the car and speed away in your new ride.

Mission 20

The final car Lucas shows you how to steal is a Thor 812 Cabriolet, a nice roadster that's great for getaways.



Lucas needs you to follow a prostitute as she leaves the Hotel Corleone. Drive to the hotel and watch for the woman in red to leave. Keep her in sight. She does not appear on the map as a blue X.



Once you find her apartment, return to Lucas and tell him where she went. Lucas then informs you that the Thor is at a lot in Chinatown. What he doesn't mention is the pack of vicious guard dogs in the yard.



You could open the gate and try to shoot the dogs, but they move fast, and you don't want a bunch of people witnessing you butchering animals.

Instead, run out and open the gate, then get back in your car and drive over the dogs in the yard, avoiding personal injury. Steal the car and you're home free.



FREE RIDE AND RACING

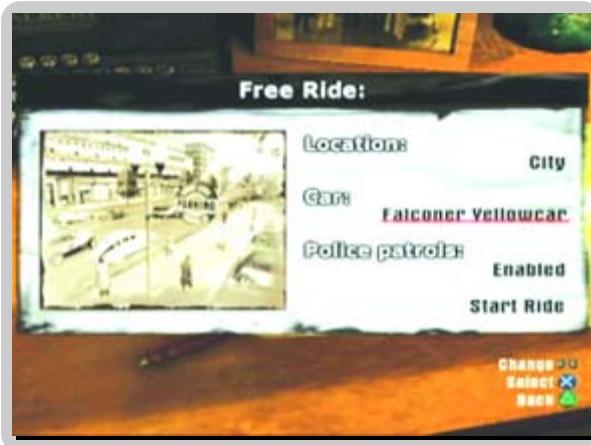
The Free Ride game allows you to explore Lost Heaven without worrying about getting the Don's business done in a timely manner. In this free-roaming mode, you have the keys to the city. Explore every corner of town, see the sights, and if you're feeling enterprising, earn a little cash on the side.

During Free Ride, the city is fully functional. Trains and trolleys are running. You cannot, however, go inside the buildings you infiltrate during single-player missions.

Free Ride

Customize the City

When you select Free Ride from the menu, you are presented with a list of options you can tweak to change the Free Ride experience.



From this screen you can adjust the following options:

- **Location:** Speed around the city, or take a not-so- leisurely ride in the countryside.
- **Car:** Choose the vehicle you want to use during Free Ride.
- **Police Patrols:** Disable the police, if you don't want them spoiling your freedom. Chaos reigns in Lost Heaven.
- **Start Ride:** Choose this to get started when you have it all set up.

NOTE



If you turn off the police, you can enjoy wild times, causing horrific traffic accidents and running over pedestrians as they stroll down the street.



To select your car, enter the garage and choose from a list of cars you unlocked while playing the single-player game. If you plan to run taxi missions, you must select a cab.

Earn Money

If you're feeling entrepreneurial, there are a few ways to earn money during Free Ride, such as mowing down rival gangsters or running taxi missions.

Taxi Driver

To play cabbie for the day, choose a taxi from the garage and hit the streets to pick up fares and deliver them to their destinations.



When a citizen needs a ride, they signal you by waving their arms. Pull up to the curb, and they hop in. To find out where they want to go, look at the city map. Their stop is marked with a blue X.

Whacking for Dollars

In Free Ride, you're still aligned with Salieri. The city is crawling with black-suited thugs from rival gangs like Morello's, and you get a \$500 bounty for each gangster you kill.



Once you spy a black suit, pull out your Tommy and spray your target with bullets. He returns fire if you don't kill him with the first volley. You can also kill gangsters by running them over, but if you miss, they pull out their guns and fire at you.



The rival gangsters also rumble around in black cars. To rile them up, brush into their car (or ram it at full speed). You can also initiate a fight by shooting at their car.

If you damage a black car, its occupants pursue you until your car is destroyed or you get out. Once you get out, they pile out of their vehicle and the shooting begins.

Hospital and Garage

Two services are available in Free Ride that you cannot use during the single-player game: the hospital and the garage. You lose all your money if you die during Free Ride, so use these services to stay in the game.

Hospital



You're bound to be injured while driving recklessly and harassing gangsters. To recover from wounds, make a break for the hospital in New Ark.



Using the first aid kit outside the door will cost you \$1,000.

Garage



If your car has been damaged, head for Lucas's garage. He's not exactly around, but if you pull inside, somebody fixes up your ride.



It'll cost you. Vehicle repairs run you a cool two grand.

Causing Chaos

Half the fun of Free Ride is seeing how much pandemonium you can cause in the streets of Lost Heaven. Shooting into crowds, driving down sidewalks, and crashing into oncoming traffic at full speed is a bit of dark fun. But for some real thrills, try these antics:



As you discover in the single-player game, cars are just bombs with wheels. Wait for a crowd to walk past a parked car, then pump the hood full of bullets. The car explodes, killing everybody nearby.



Riding the train is fun for the first time. But to spice up your morning commute, pull out your Tommy gun and shoot out the windows. Then wait for the train to pass a crowded square. Aim out the window and squeeze the trigger. Watch the crowds scatter as death rains from above.



Racing

Fancy yourself something of a wheelman? Try racing in Lost Heaven on a series of circuits that unlock bonus vehicles and additional race tracks.

Single Race

There are two types of races: Single Race and Championship. Single Races are a great way to burn a little rubber and practice for the big leagues. You can only race with the cars you've unlocked and on the tracks you've opened. At first, you can only race in Downtown, but soon you're tearing up Hoboken, Chinatown, and the other Lost Heaven neighborhoods.



These are your options in Single race:

- **Select Circuit:** Choose the track on which you want to race.
- **Garage:** Choose the vehicle you want to drive.
- **Select Opponents:** Select the cars you want your opponents to drive.
- **Difficulty and Damage:** Decide how smart the opponents should be. And if you like, turn off vehicle damage.
- **Laps:** Choose how many laps you want to race.



In the Single race, you can also run practice laps without any other cars on the track. Learn the turns and guarantee yourself an edge when the real deal starts.



Championship



Championship races have four rounds, each made up of a few circuits. Win races to unlock bonus rides and new tracks.

The other drivers in Championship cannot be dumbed down as they can be in Single Race mode. They want to lead the pack, too, and they bump into you in an effort to achieve first place.



Beat all the circuits to unlock all the tracks and earn a nice fleet of special vehicles. But be warned, the higher you rise in the racing ranks, the more aggressive the other drivers become.

